

Reaper Miniatures Presents:

GASKET

WORKS

Gasket Works

Issue **17**

Spring
2005

STOCK #00001

PRO PAINTS

WARLORD

CAV

In This Issue: WARLORD DEATHMATCH DEATHMATCH ARENA

REAPERGAMES.COM DARKEST DAWN (PART 2) BRAIN PRESS

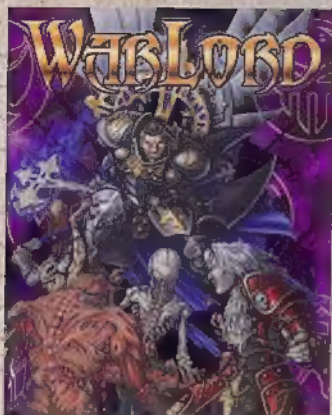
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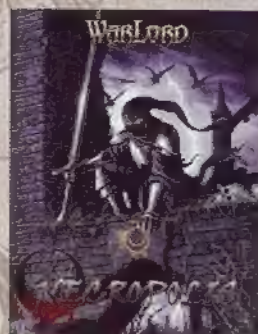


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WARLORD

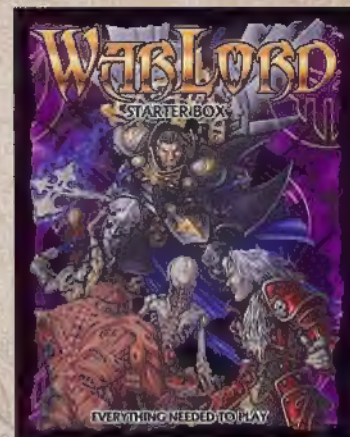


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ET SOME



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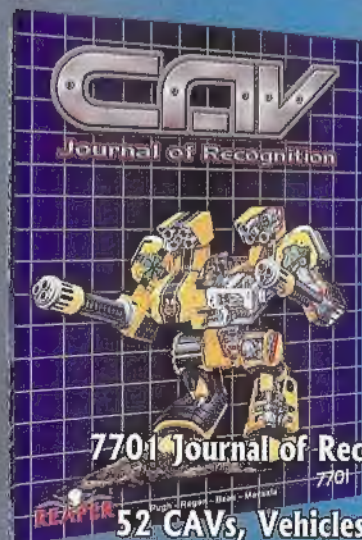


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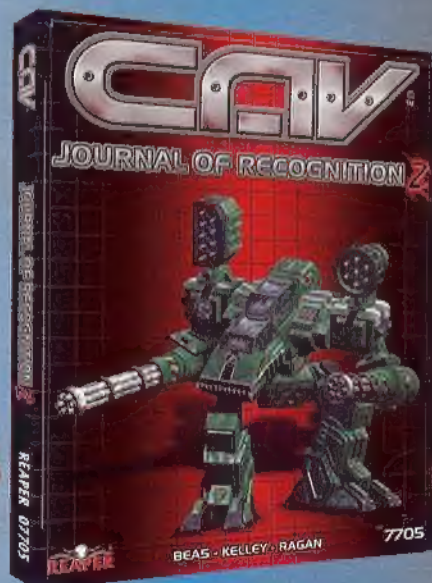


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CAV

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65,000 ROUNDS OF PURE ATTITUDE!



I remember when I was a wee lad seeing a movie called The Gnome-Mobile. It was a movie about a bunch of gnomes that harassed some kids and drove Walter Brennan insane. The music still haunts me to this day. Riding along in the Gnome-Mobile? Gimme a break.

Which brings me to my point about gnomes. Please pay attention to the magazine in your hands. Our office gnome, one Bryan Stiltz, has beautifully crafted this issue of Casket Works damn near all by himself - and on time to boot! Usually producing Casket Works is a major undertaking, with a lot of pushing and pulling, screaming and hair pulling, cursing and teeth-gnashing. Exactly like female mud wrestling, but without the thongs and breasts and mud and fun. Whatever.

So in closing, heed my advice. One, garlic not only keeps vampires away, but unwanted coworkers as well. Two, when your waiter says your plate is hot, don't believe him; you should grasp the plate firmly with both hands to see for yourself. And three, if you're hitchhiking, don't accept rides from gnomes in Studebakers.

Et tu, Brute?

Ron

Chekov's Law : "If there is a gun on the stage in act one, someone is going to get shot by act three."

I play the Nefsokar in Warlord. I have played them ever since in-house alpha testing, before they were even called Nefsokar. I have 67 painted mummies on my miniature's shelves. So what does any of this have to do with Chekov or (more importantly) Casketworks?

The best part about finishing Casketworks is that I get a weekend to relax before I start on the next one. And for me, that means a big blowout D&D game. Normally, I play D&D 3 nights a week, where I DM 2 of those games. My players are afraid of my Warlord army, even though we don't play in any world with an Egypt. I have never introduced to the campaign any pyramids or animal-headed gods. I have always used undead sparingly, to keep them scary. My players have no reason to fear my Warlord army in game.

It would be slaughter - 67 Mummies vs. my 5 PC's.

Yeah, Chekov was right.

Now that this issue is done, it's time to plan next weeks game: "Curse of Pthah-Hesep"

Bgr



Reaper Miniatures is here for people who love gaming. Our catalog is aimed at those with a love of miniatures, and a passion for gaming. Our goal is to stroke our ego, and at the same time be innovative in the gaming industry. We love to have fun, create new things, push ourselves, make great figures, and embarrass other companies with how well we do what we do!

On the Cover: The Art for the Cover of the Necropolis rulebook by Sven Bybee

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REMEMBER ALDERAAN!

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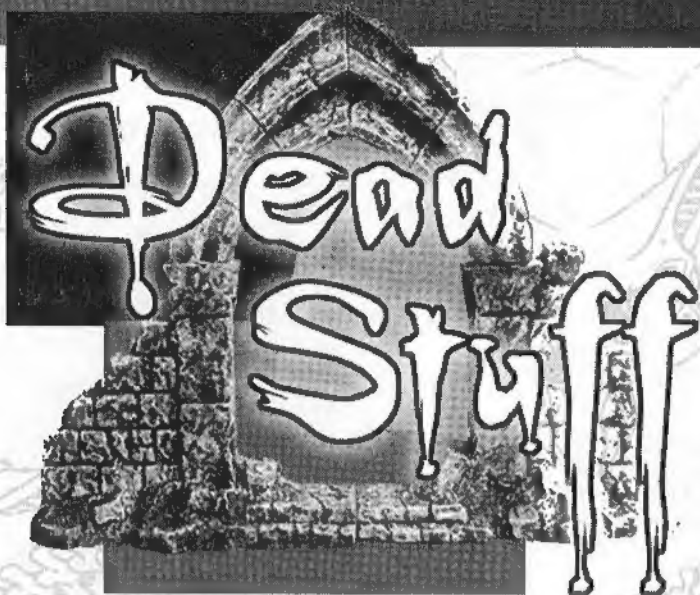


Table of Contents

Warlord Boxes & Books	2
CAV Boxes & Books	4
Jetsam & Flotsam	5
Dead Stuff	6
Reapercon 2005	8
Dark Heaven Models	10
EbonWrath	34
Brain Press	37
Boxed Sets & Sophie	38
Darkest Dawn 2	40
Master Series Colors	42
Master Series Paints	44
Deathmatch Arena	46
Warlord Deathmatch	49
Great Wyrms	50
Warlord Models	53
Army packs	68
CAV Models	70
Talismans & Extras	78
L5R Models	80
Exalted Models	82
Swag Superstore	84
Pro Paints	85
Reapergames.com	86

Reaper's Asylum Now Open Fridays!

Our on-site R&D facility, with a complete Reaper Store and Painting Clinic, game tables (and Snack Machines) is now open Fridays from 4-9pm and Saturdays from 10am-6pm. If you are in or near Denton, Texas, drop in and maybe you can playtest a future Warlord, CAV, or RAGE product, paint up some metal, or whatever.

- Top 10 Minis Rejected for Dark Heaven's 3000th Model**
10. Towel with Naked Girl
 9. Yet Another Androgenous Elf
 8. Sonic Carhop
 7. John Bonnot, Pro Painter
 6. Tentacled Horror/Catholic Schoolgirl Box Set
 5. 72mm Foo Dog
 4. Gragg Elflayer Swimsuit Edition
 3. Dinosaur Riding Cowboy
 2. Pet Rock Familiar
 1. Carve your own Mini (Solid block of pewter)

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Hot on the heels of our wildly successful ReaperCon 2004 comes ReaperCon 2005! And with the new convention, comes a new chance to shine. Bring your best freshly-painted minis for a chance to compete!

Categories include:

1. DARK HEAVEN SINGLE MINIATURE - SMALL
2. DARK HEAVEN SINGLE MINIATURE - LARGE
3. WARLORD SINGLE MINIATURE - SMALL
4. WARLORD SINGLE MINIATURE - LARGE
5. WARLORD UNIT
6. CAV
7. OPEN
8. MASTERS
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Whatever your passion, whatever your skill level, the ReaperCon National is the place to show off your stuff and win Trophies, Prizes, and Prestige!

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CAV AND WARLORD! DROP BY
AND HAVE SOME FUN!

CAV VERSION 2.0 BETA BEGINS!

RAGE, THE MECHANIC BEHIND WARLORD, IS
MOVING TO CAV, AND WE HAVE OPENED BETA
TESTING FOR THIS NEW GAME TO OUR BLACK
LIGHTNING MEMBERS. LOOK FOR A SIFFY NEW
MECH COMBAT GAME SOON, USING THE MODELS
YOU ALREADY HAVE!

REAPERCON

2005

Peace. Love. Minis.

A Guide to What You Can Expect



Wendy and Will enjoy Open Painting Tables at ReaperCon 2004.

ReaperCon? What's that? Well, it's a lot like a giant Reaper Party. Sculptors, painters, our production staff, the artists, and our fans come by for 3 days to play games, learn from each other, and strut their stuff.

Where is it? Reaper HQ in Denton, Texas - right where the magic happens. You can take a tour of the shop and see minis being born!

Ok - When is it? May 20-22. Things get started at 10 AM Friday Morning and Don't quit until 4PM on Sunday. Well, ok - they do quit. We do have to sleep sometime, don't we?

Ok - But what is there to do there?

Open painting tables and a huge paint-and-take area are planned, so guests can come in, buy fresh minis right off the racks and get started showing their new skills! Whether it's sampling our Master Paints for the first time or just putting the finishing touches on your favorite Reaper Mini, you'll have ample opportunity to put brush to metal.

Role-playing sessions are also scheduled. Wherever our guests can find a spot to play, we encourage you to grab a mini and throw down!

Also, this year introduces the ReaperCon National Painting Contest, where painters from all over will compete for the coveted Sophie Trophy, and for the right to compete against the Masters next year. Check out our guidelines online, and bring up your best and newest work for a chance at fame and fortune!



Excellently painted CAV Mantises preparing for battle - or for the Painting Contest? (Painted by Jim)

One of the new features this year will be our Warlord Dungeoncrawl. Learn the basics of Warlord and RAGE in a renewing, character driven battle scenario - the monsters keep coming, and your soldiers are all alone in the vast underground caverns.

As you battle your way through the dungeon, you will earn real treasure - Coins which you can redeem at the Auction for neat Reaper Stuff! Auto-graphed books, SWAG, and some one-of-a-kind merchandise could all be yours, if you have the mettle!

Tentatively Scheduled to Appear	
<u>Painters:</u>	<u>Sculptors:</u>
Robert Cruse	Sandra Garrity
Marike Reimer	Jason Wiebe
Jennifer Haley	Bobby Jackson
Derek Schubert	Bob Ridolfi
Liliana Troy	Julie Guthrie
Anne Foerster	Gene Van Horne
Michael Genet	



Jason Wiebe (right) and Bobby Jackson (not pictured) host a sculpting class for some attendees.

Many of Reaper's staff sculptors and painters will be on hand for classes and tips. At ReaperCon 2004 Jason Wiebe, Sandra Garrity, Bobby Jackson, Julie Guthrie, and Bob Ridolfi all taught seminars and gave advice to sculptors-to-be, and Marike Reimer, Anne Foerster, Jennifer Haley, and Liliana Troy gave classes on everything from basic to advanced techniques.

Tim Collier also popped in to talk to the artists, and this year he plans on having his table set up to draw illustrations for our guests.

See the complete schedule at www.reapermini.com

We'll have over 10 gaming tables going for CAV and Warlord, plus terrain Seminars, Roleplaying Games, and Contests.

At Reapercon 2004, one big draw was the opportunity to beta test Warlord before it went to press. This Year, CAV 2.0 will be in development, as well as the first Official Warlord Tournament. Everyone who attends will have a chance to see both of these games in action, and will even be able to be a part of the storyline and development of them. This is a real chance to be a part of something big!

Mengu, Scott, Kelly, and Debby enjoy Beta-testing Warlord 5 months before its release. This Year, CAV 2nd Edition will be showcased.



DARK HEAVEN LEGENDS

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25mm Heroic Scale™



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02007
Domur
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02018
Familiar Pack I
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DARK

HEAVEN



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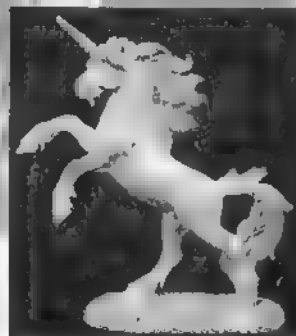
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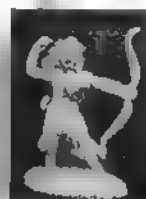
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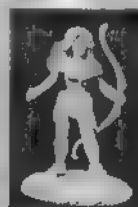
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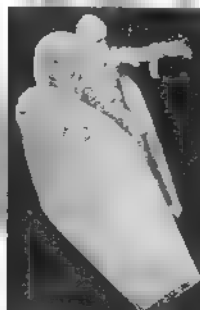
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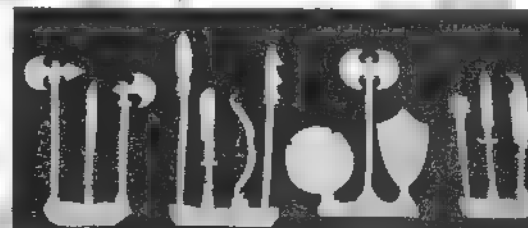
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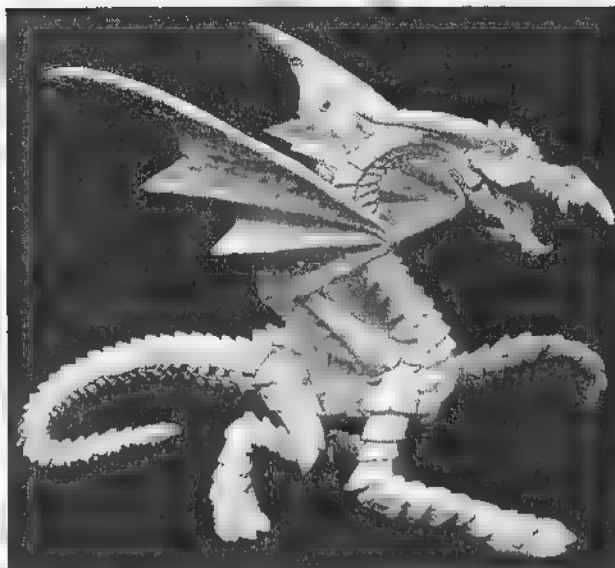
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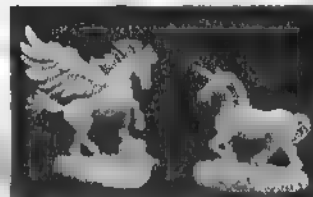
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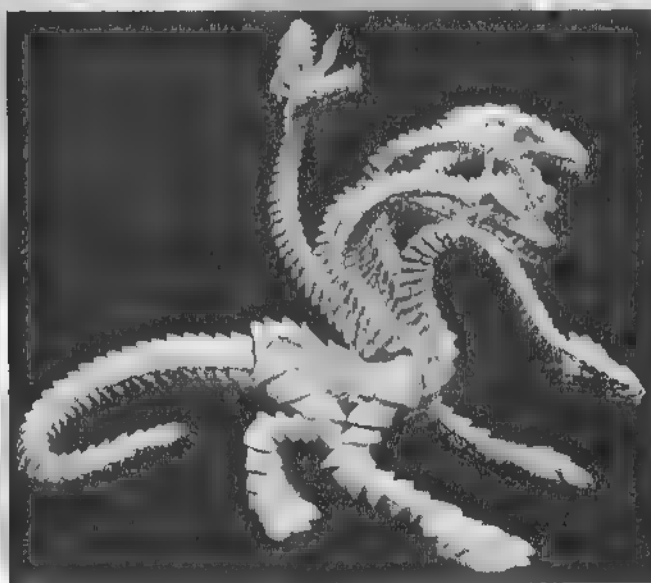
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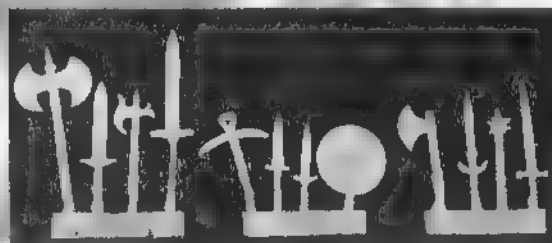
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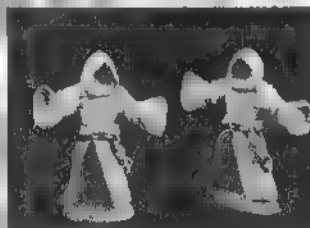
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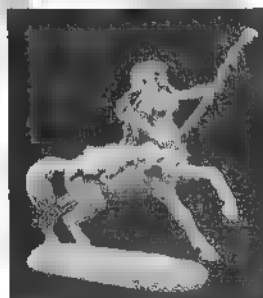
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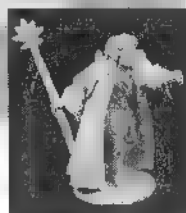
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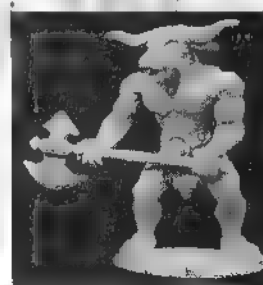
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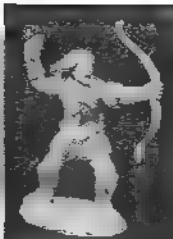
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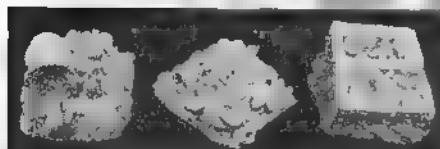
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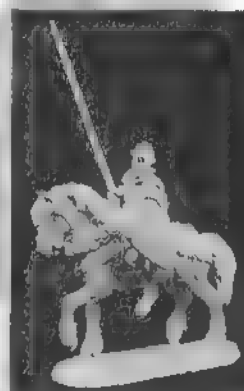
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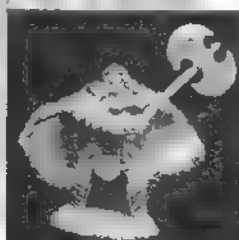
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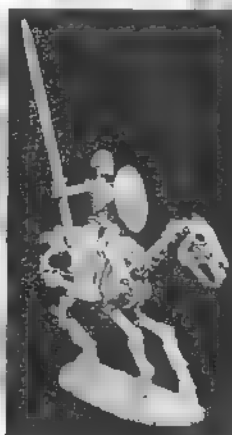
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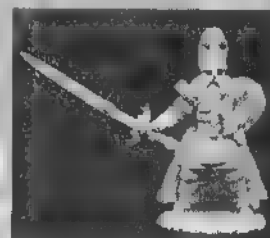
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By Jim Johnson
\$4.99



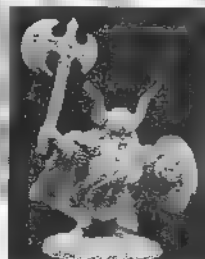
02369
King Danethall
By Jim Johnson
\$4.99



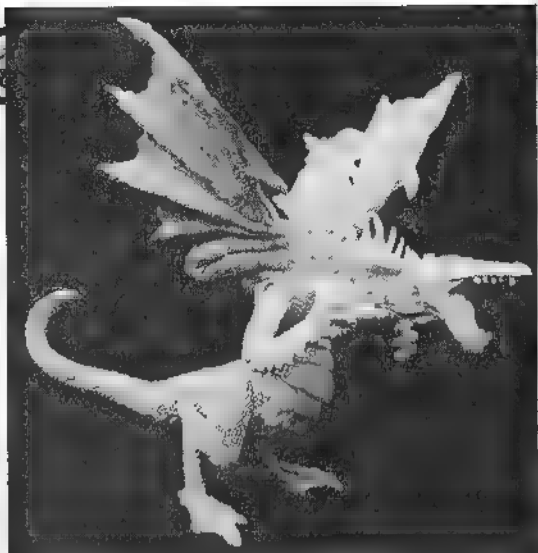
02370
Luther Baldwin
By Bobby Jackson
\$4.49



02371
Nord Kegbreaker
By Bob Olley
\$3.99



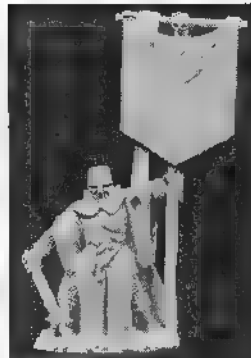
02378
Herbromm Axelhelm
By Sandra Garity
\$3.99



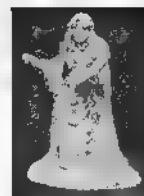
2377
Highland Hill Dragon
By Jason Wiebe
\$19.99



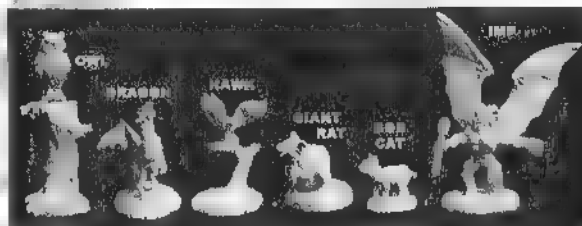
02379
Gargoyle Warrior
By Ben Siena
\$6.99



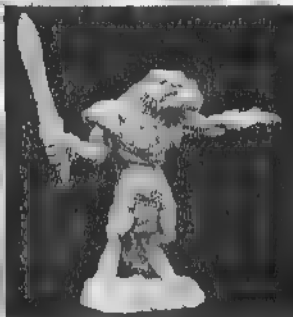
02390
Templar Standard
By Bobby Jackson
\$5.99



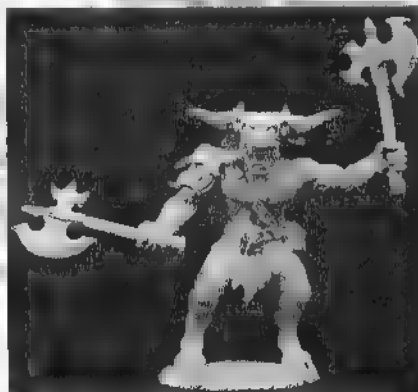
02391
Kimberlee the Fair
By Sandra Gentry
\$3.99



02399
Familiar Pack II
By Sandra Gentry
\$7.99



02408
Lizard Tyrant Leader
By Ben Siena
\$4.99



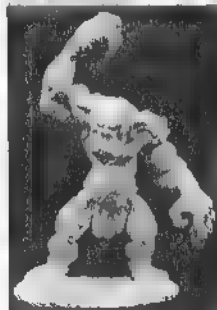
02409
Gore Minotaur
By Sandra Gentry
\$8.99



02413
Josephine Lucera
By Sandra Gentry
\$3.99



02415
Dire Wolves
By Sandra Gentry
\$8.99



02416
Cave Troll
By Ben Siena
\$5.99



02417
Giant Spiders
By vanSchalk
\$6.99



02421
Hill Troll
By Sandra Gentry
\$6.99



02424
Gargoyle Leader
By Ben Siena
\$7.99



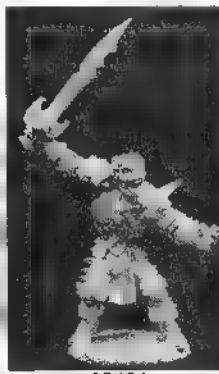
02425
Eli Quicknight
By Werner Klocke
\$3.99



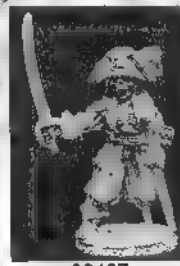
02428
Angel of Peace
By Sandra Gentry
\$8.99



02430
Rictor Diehn
By Bobby Jackson
\$4.29



02431
Gregg Elfslayer
By Sandra Gentry
\$4.49



02437
Raging Undead Pirate
By Bob Gibby
\$3.99



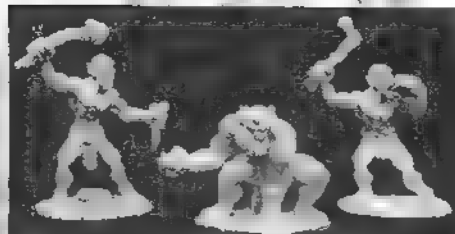
02442
Aedwyn Silverwood
By Sandra Gentry
\$3.99



02448
Dancing Girls
By Bobby Jackson
\$6.99



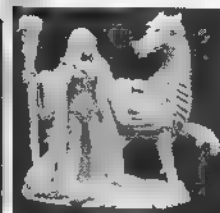
02449
Callus Darkborn
By Jim Johnson
\$4.99



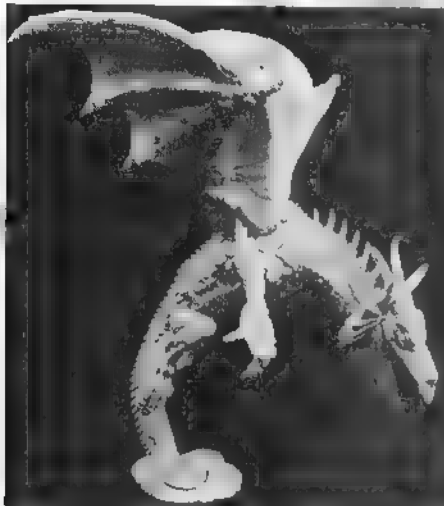
02450
Ghouls & Ghost
By Ben Sims
\$9.99



02451
Shawna Wolfstar
By Sandra Garity
\$5.99



02452
Amber & Dragon
By Sandra Garity
\$6.49



02453
Guardian Dragon
By Jason Wiebe
\$19.99



02455
Weapons Pack IV
By Werner Klocke
\$6.99



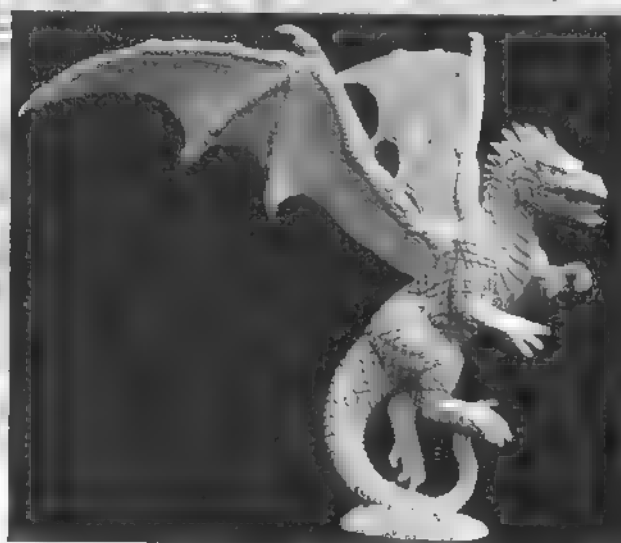
02456
Anti-Paladin
By Jim Johnson
\$4.29



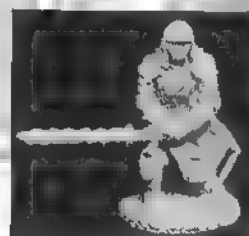
02458
Liril Silverlocks
By Sandra Garity
\$3.99



02459
Ava, Female Templar
By Sandra Garity
\$3.99



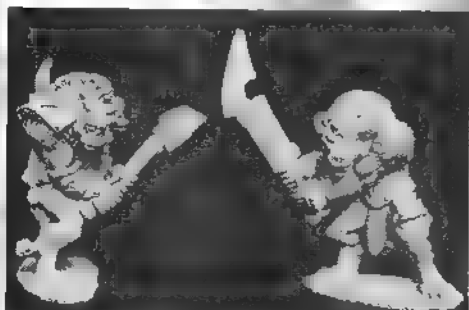
02457
Amber Dragon
By Sandra Garity
\$19.99



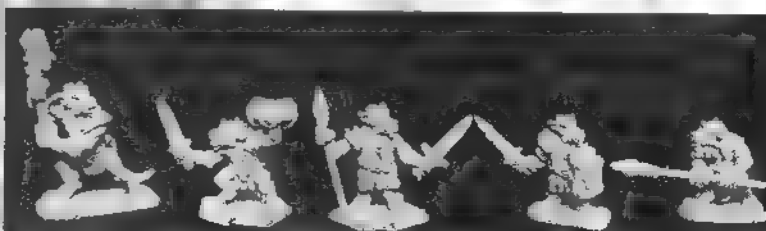
02464
Black Legionnaire 2HSwD
By Sandra Garity
\$3.99



02465
Black Legionnaire
By Sandra Garity
\$3.99



02467
Gnoll Marauders
By Ben Sims
\$8.99



02470
Kobold Raiders
By Ben Sims
\$9.99

DARK

HEAVEN



02473

Aramil, Mage
By Sandra Garity
\$4.49



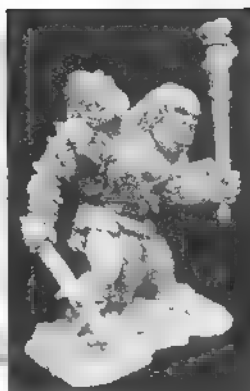
02475

Christina the Devout
By Sandra Garity
\$3.99



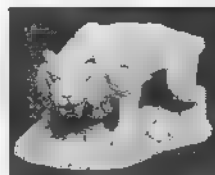
02476

Loma the Huntress
By Bobby Jackson
\$3.99



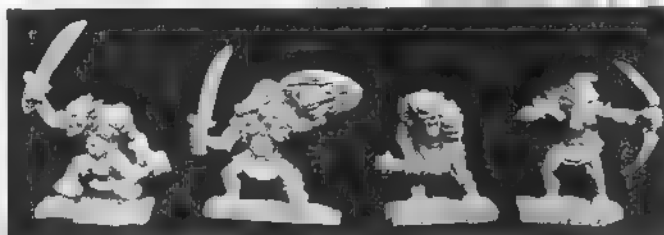
02479

Elin
By Jason White
\$8.99



02480

Sabretooth Tiger
By Jason White
\$4.99



02481

Goblin Warband
By Ben Sims
\$9.99



02482

Franc Jeaneoir
By Bobby Jackson
\$4.49



02483

Mangu Timur
By Werner Klocke
\$3.99



02485

Neleru, Sorceress
By Bobby Jackson
\$3.99



02486

Ogre Mage
By Jason White
\$8.99



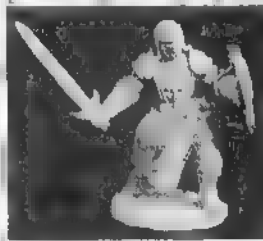
02488

Cave Troll Champ
By Ben Sims
\$5.99



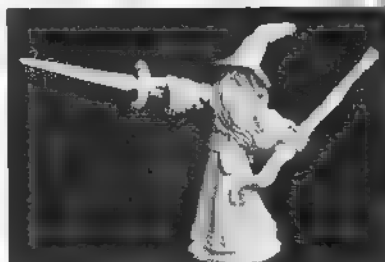
02489

Black Legionnaire
By Sandra Garity
\$3.99



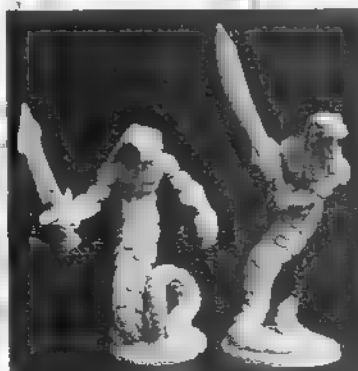
02490

Black Legionnaire
By Sandra Garity
\$3.99



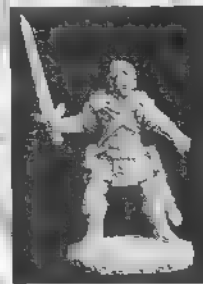
02491

Lucius Panderwagon
By Werner Klocke
\$4.49



02498

Snakemen
By Ben Sims
\$7.99



02500

Fergus, Bard
By Sandra Garity
\$3.99



02503

Norin Silverbeard
By Jason White
\$3.99

DARK

HEAVEN



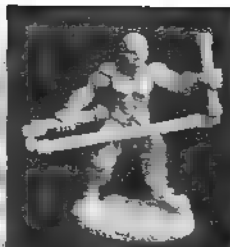
02506
Rath Nashannash
By Sandra Gandy
\$3.99



02510
Balto Burrowell
By Sandra Gandy
\$3.99



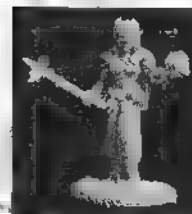
02511
Midori, Female Monk
By Sandra Gandy
\$3.99



02512
Tsuko, Male Monk
By Sandra Gandy
\$3.99



02519
Kneeling Assassin
By Bobby Jackson
\$3.99



02524
Ahhaere, Dark Elf
By Sandra Gandy
\$3.99



02525
Murkilor, Wraith
By Sandra Gandy
\$4.99



02530
Angel of Death
By Bob Olney
\$5.99



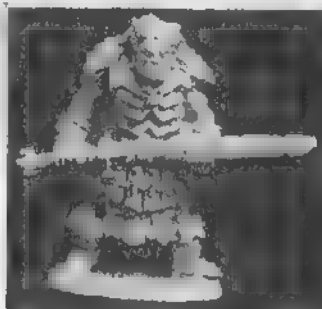
02532
Skalethrix
By Don Olney
\$8.99



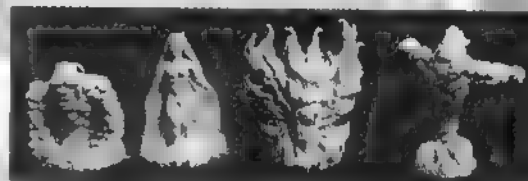
02533
Toshino, Male Ronin
By Werner Knoch
\$3.99



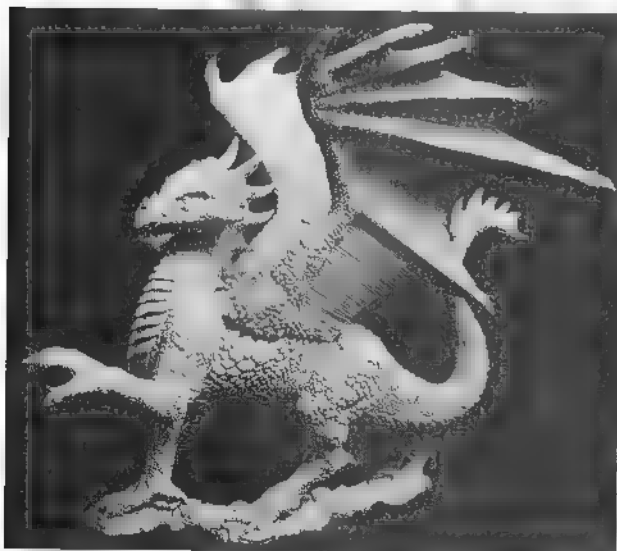
02534
Kiri, Female Ninja
By Werner Knoch
\$3.99



02537
Orankar, Ogre
By Bob Olney
\$8.99



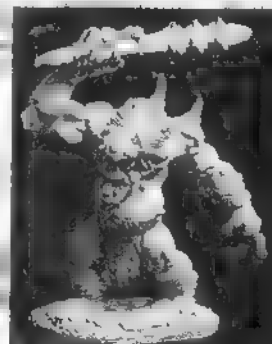
02538
Lesser Elementals
By Jason Webb
\$9.99



02539
Silver Dragon
By Sandra Gandy
\$19.99



02541
Darbin the Deadly
By Werner Knoch
\$3.99



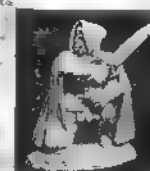
02542
Bulgoth, Troll King
By Ben Sims
\$7.99



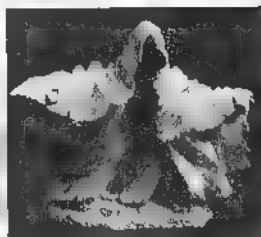
02543
Eladan Swiftbrook
By Werner Knoch
\$3.99



02544
Barrow Rats
By Jason Webb
\$7.99



02545
Fitch Coincatcher
By Sandra Gandy
\$3.99



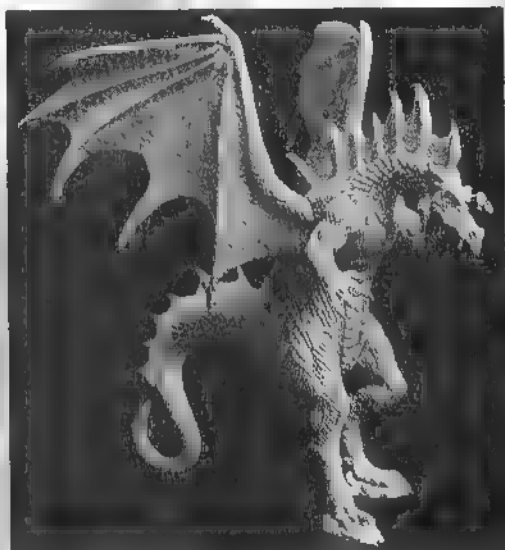
02546
Death Stroud
By Bob Olney
\$4.99



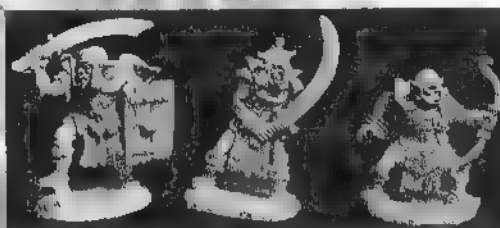
02547
Lager Executioner
By Bobby Jackson
\$4.99



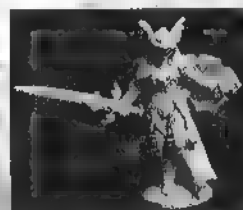
02548
Merchant/Henchmen
By Bobby Jackson
\$9.99



02549
Narthalyask, Dragon
By Sandra Garity
\$19.99



02550
Orc War Party
By Bob Olney
\$10.99



02551
Monique Denor
By Werner Klocke
\$3.99



02552
Elisha Lightedge
By Sandra Garity
\$3.99



02554
Magic Treasures II
By Bob Olney
\$7.99



02555
Dirk Donovan
By Sandra Garity
\$3.99



02558
Andriel, Elf
By Werner Klocke
\$3.99



02559
Dwarfen Brewer/Patrons
By Bob Olney
\$9.99



02561
Vaaron, Fire
By Jim Johnson
\$4.99



02562
Gossamer Air
By Werner Klocke
\$4.99



02563
Arlynn, Water
By Werner Klocke
\$4.99



02565
Cardolan, Ranger
By Sandra Garity
\$4.29



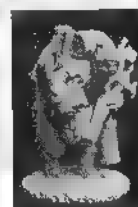
02568
D'khul, Balhellen
By Sandra Garity
\$4.49



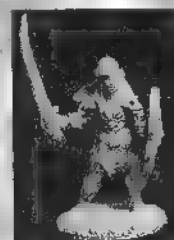
02569
Vlad the Decelerator
By Sandra Garity
\$4.99



02571
Telemar
By Bobby Jackson
\$3.99



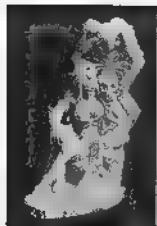
02572
Oswald, Henchman
By Bobby Jackson
\$3.99



02574
Dirinslei, Dark Elf
By Sandra Garity
\$3.99



02575
Cleo, Weretigress
By Sandra Garity
\$3.99



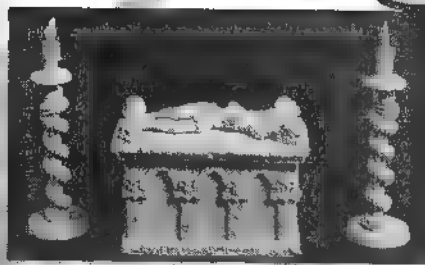
02577
Derk Elf Queen/Throne
By Warner Klocke
\$5.99



02578
Derius the Blue
By Dennis Latta
\$4.29



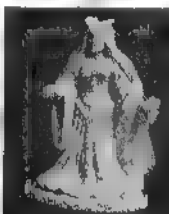
02579
Blorg Mudstump
By Jason Webb
\$17.99



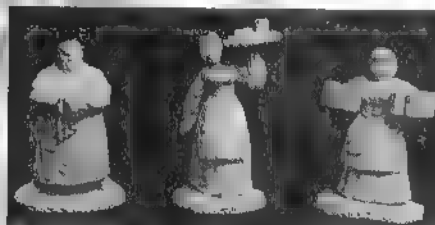
02580
Alter of Evil
By Sandra Garity
\$8.99



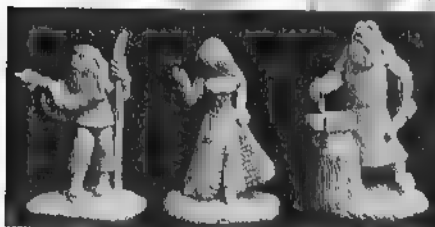
02581
King Earendil
By Warner Klocke
\$4.49



02582
Queen Adrielle
By Sandra Garity
\$4.99



02583
Townfolk
By Bobby Jackson
\$10.99



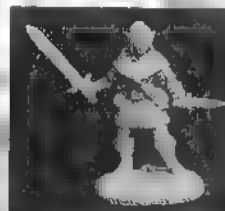
02584
Townfolk II
By Bobby Jackson
\$10.99



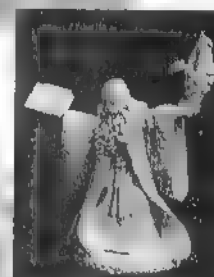
02585
Lindir Lightarrow
By Sandra Garity
\$3.99



02588
Assassin
By Warner Klocke
\$3.99



02590
Meryn Elmshadow
By Sandra Garity
\$3.99



02591
Valdarynn Redwand
By Sandra Garity
\$4.99



02593
Familiar Pack III
By Several
\$6.99



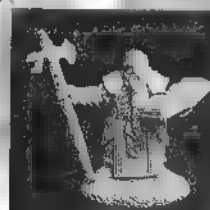
02592
Gnar Bloodgristle
By Ben Sims
\$4.99



02599
Frorigh Frost Giant
By Jason Webb
\$19.99



02600
Drexel, Paladin
By Sandra Garity
\$3.99



02601
Grimm Dwarf
By Sandra Garity
\$3.99



02605
Ultheloch the Unclean
By Sandra Garity
\$4.99



02607
Bjorn Dwarf
By Werner Klotz
\$3.99



02611
Skulls
By Sandra Gentry
\$3.99



02613
Shadarn, Elf Sorcerer
By Sandra Gentry
\$4.29



02618
Elbereth, Elf Thief
By Jim Johnson
\$4.29



02620
Spider Centaur
By VanSohak
\$14.99



02621
Laurana Sorceress
By Dennis Metz
\$3.99



02622
Frula, Giantess
By Sandra Gentry
\$15.99



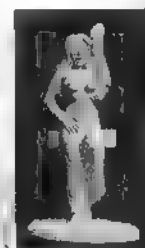
02627
Medieval Sarcophagus
By Bob Oley
\$14.99



02628
Iron Fist, Monk
By Sandra Gentry
\$3.99



02629
Jade Star, Monk
By Sandra Gentry
\$3.99



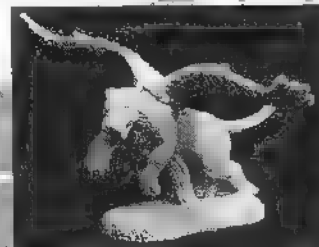
02632
Jahenna, Vampire
By Dennis Metz
\$3.99



02633
Vandorende Demon
By Jude Guttale
\$5.99



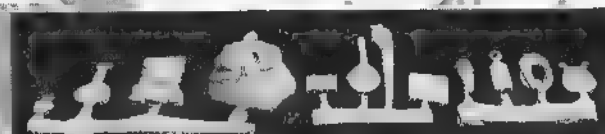
02634
Well of Doom
By Clint Snyders
\$15.99



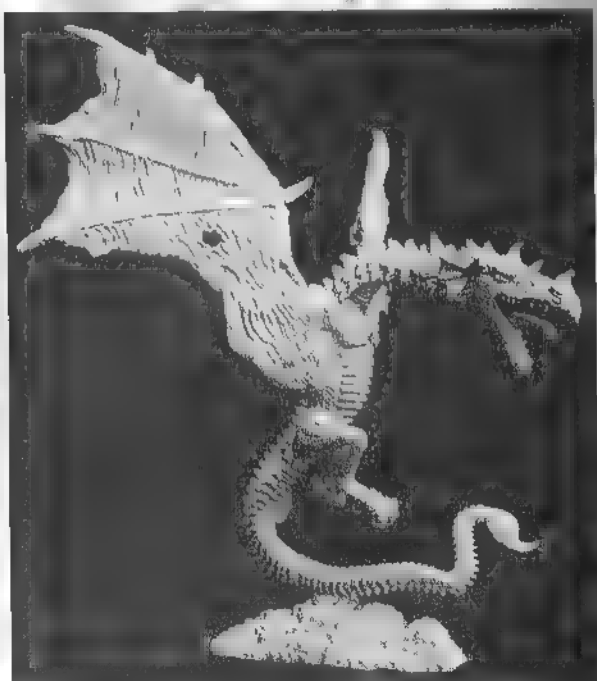
02635
Winged Tiger
By Geoff Voley
\$7.99



02637
Marcus Starson
By Sandra Gentry
\$3.99



02638
Adv Accessories I
By Sandra Gentry
\$7.99



02636
Blacksting Wyvern
By Bob Oley
\$14.99



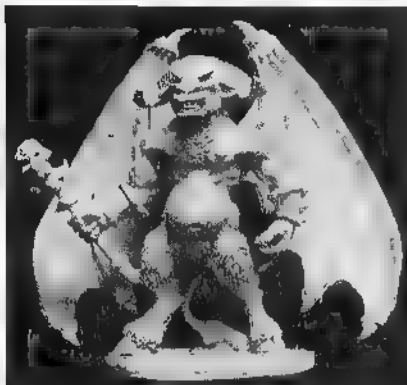
02639
Mantloore
By Geoff Voley
\$9.99



02644
Thornwart Boar Demon
By Bob Oley
\$14.99



02645
Maria Roseblade
By Sandra Garity
\$3.99



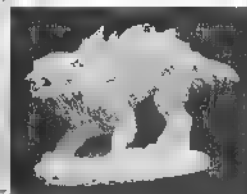
02646
Demon Prince/Undead
By Ben Sienz
\$15.99



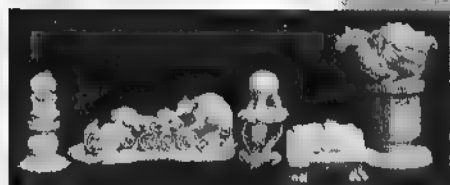
02647
Gunther, Fire Giant
By Sandra Garity
\$19.99



02648
Schumacher, Ranger
By Bobby Jackson
\$3.99



02649
Winter Wolf
By Sandra Garity
\$5.99



02652
Magic Treasures III
By Klokke/Oley
\$8.99



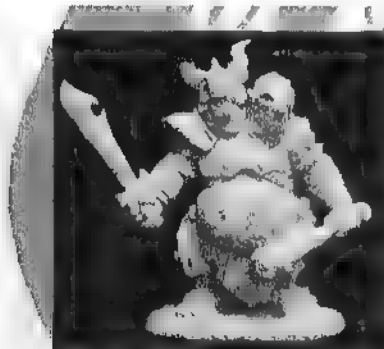
02653
Slipshadow, Thief
By Bobby Jackson
\$3.99



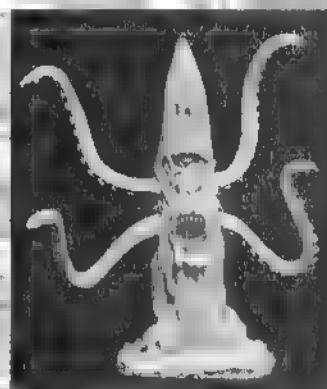
02654
Nargiauth, Fire Demon
By Bob Oley
\$15.99



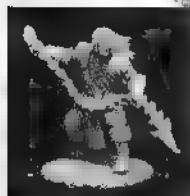
02655
Townefolk, II Strumpets
By Bobby Jackson
\$10.99



02657
Lordgrip, 2-Headed Troll
By Sandra Garity
\$9.99



02658
Stone Lurker
By Bob Oley
\$7.99



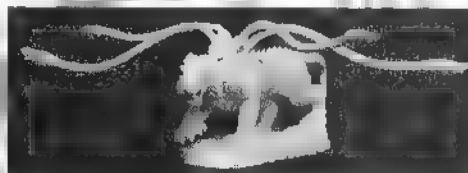
02659
Plotr Irongale
By Bobby Jackson
\$3.99



02661
Dern Ironlat, Dwarf
By Werner Klocke
\$3.99



02662
Amanthes Grayleaf
By Werner Klocke
\$3.99



02664
Phase Cat
By Geoff Valley
\$6.99



02665
Killer Frogs
By Jason White
\$7.99



02667
Sprig Sorethumb
By Sandra Garity
\$3.99



02669
Oberon Kane Half-Orc
By Jim Johnson
\$3.99

DARK
HEAVEN



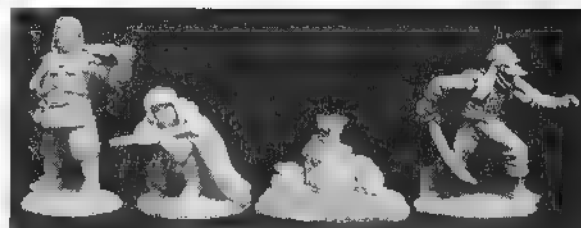
02673
Veronica Duskcraven
By Bobby Rodoff
\$3.99



02674
Chimera
By Sandra Gentry
\$15.99



02676
Elia Shadowfeet
By Sandra Gentry
\$3.99



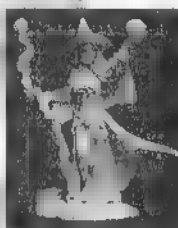
02677
Townfolk IV Bandits
By Bobby Jackson
\$11.99



02679
Mushroom Men
By Jason Wiebe
\$7.99



02681
Tolzac Cleric
By Sandra Gentry
\$3.99



02682
Selmarina, Witch
By Bobby Rodoff
\$3.99



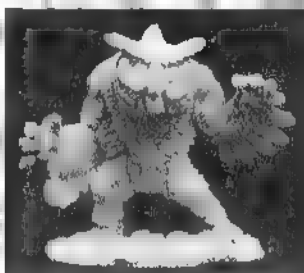
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Tyrus, Elk Legionnaire
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\$3.99



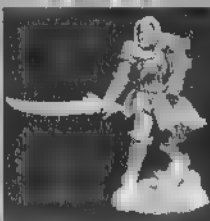
02684
Demon Frog Prince
By Jason Wiebe
\$16.99



02689
Kurff, Male Thief
By Sandra Gentry
\$3.99



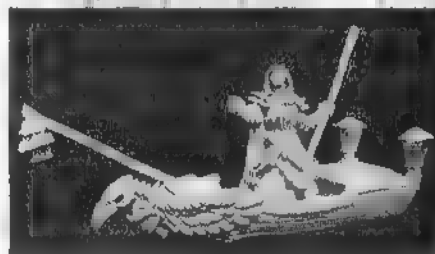
02690
Owl Beer
By Jason Wiebe
\$7.99



02692
Talen, Male Druid
By Sandra Gentry
\$3.99



02693
Danna, Female Druid
By Sandra Gentry
\$3.99



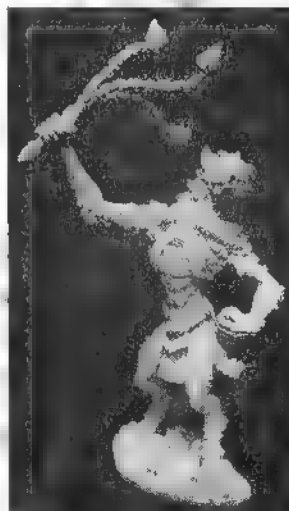
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Charon
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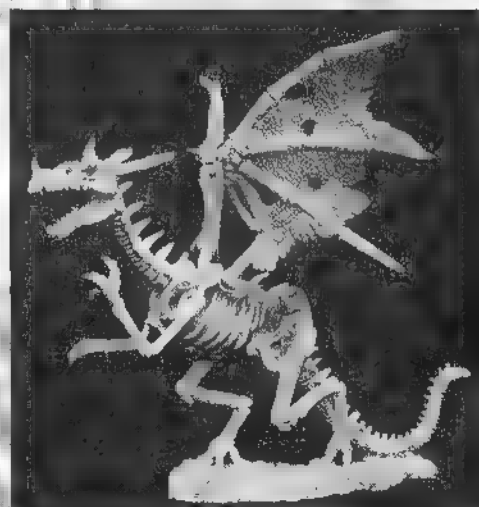
02700
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\$4.99



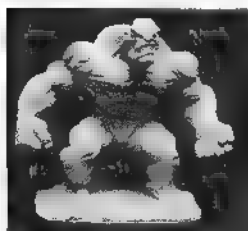
02701
Thor
By Tim Prow
\$5.99



02704
Manganaw, Gnoll Lord
By Ben Stens
\$9.99



02705
Khulsanthus Dracolich
By Bob Oley
\$14.99



02706
Clay Golem
By Ben Stern
\$5.49



02707
Odum, Dwarf Wizard
By Jason Webb
\$3.99



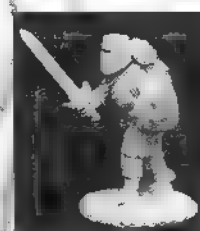
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Amethyst, Elf Archer
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\$3.99



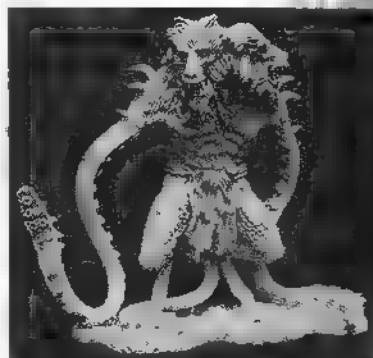
02712
Eye Beast
By Julio Gutierrez
\$9.99



02713
Imarin, Elf Fighter
By Werner Klocke
\$3.99



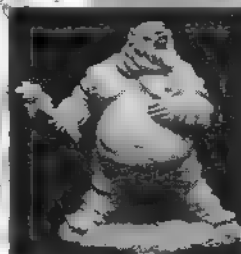
02715
Sir Justin, Templar
By Bobby Jackson
\$3.99



02716
Demonic Lasher
By Bob Olney
\$12.99



02717
Dragon of Fire
By Sandra Gentry
\$24.99



02718
Gatsrevank, Ghoul
By Jason Webb
\$7.99



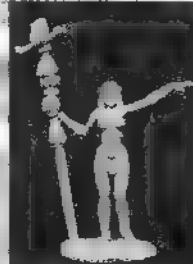
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Amethyst, Elf Archer
By Jason Webb
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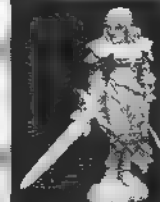
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Inquisitor
By Sandra Gentry
\$3.99



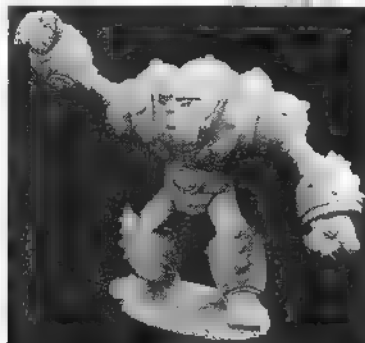
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Thora, Bard
By Sandra Gentry
\$3.99



02722
Witch of Darkmoors
By Dennis Mize
\$3.99



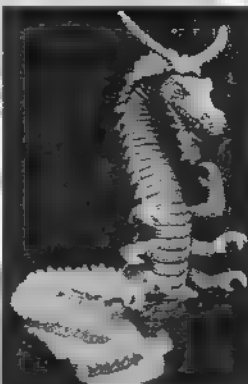
02725
Aislinn, Elf Paladin
By Werner Klocke
\$3.99



02728
Iron Golem
By Sandra Gentry
\$13.49



02729
Mephisto, Arch-Devil
By Good Valley
\$11.99



02730
Cavern Crawler
By Bob Olney
\$19.99



02731
Yuri, Female Monk
By VanSchalk
\$3.99



02732
Kazuma, Monk
By VanSchalk
\$3.99



02734
Egyptian Statue Anubis
By Bob Olney
\$5.99

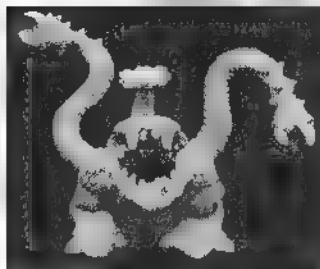
DARK HEAVEN



02735
Baerwyn, Elf Archer
By G. Goumon
\$3.99



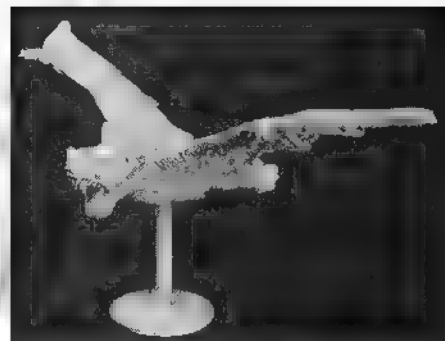
02736
Thull, Evil Fighter
By G. Goumon
\$4.99



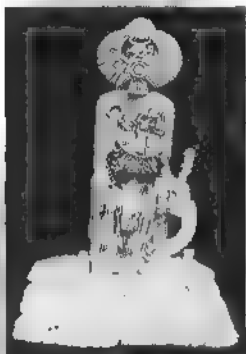
02737
Bilgebeastle
By Jason Wiebe
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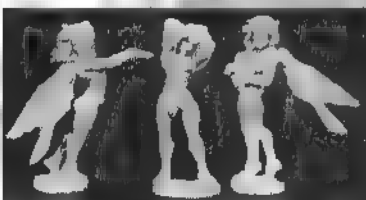
02738
Helena, Fam Gladiator
By Jim Johnson
\$3.99



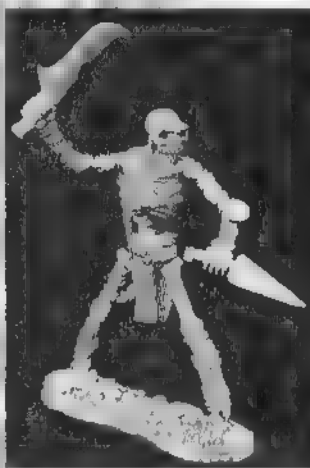
02739
Dire Bat
By Jason Wiebe
\$8.99



02740
Mummy King on Throne
By Bobby Rodoff
\$9.99



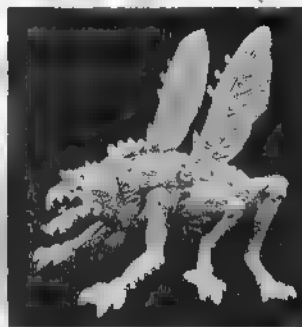
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Fairies & Nymph
By Warner Klocke
\$9.99



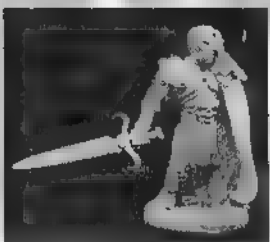
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Skeletal Giant
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\$12.99



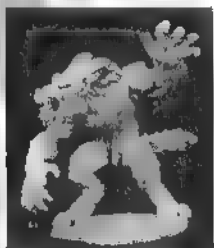
02743
Tara the Silent
By Warner Klocke
\$3.99



02744
Cichestus Fly Demon
By Bob Oley
\$12.99



02745
Ullern Anti-Paladin
By Tim Prow
\$4.99



02747
Jean-Paul, Werewolf
By Ben Stone
\$5.99



02748
Sir David, Knight
By Sandra Garity
\$3.99



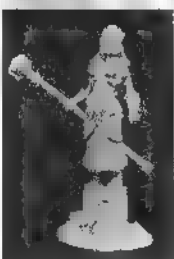
02749
Jade
By Warner Klocke
\$3.99



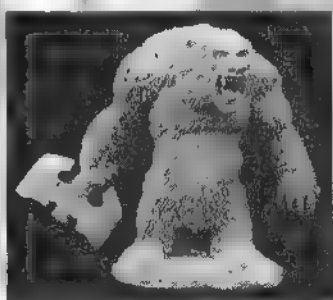
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Ardanael, Elf
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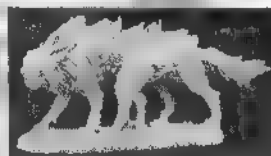
02751
Stone Golem
By Van Schaik
\$6.99



02752
Yanara, Sorceress
By Ben Stone
\$3.99



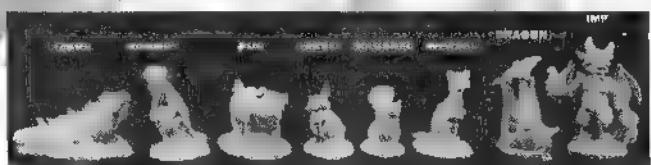
02753
Witchbeast
By Jason Wiebe
\$9.99



02754
Blood Wolf
By Sandra Garity
\$5.49



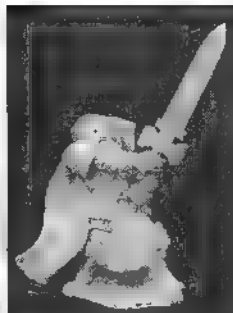
02755
Marunna, Naga
By Geoff Valley
\$5.99



02756
Familiar Pack IV
By Sovereign
\$8.99



02757
Gastaroth Vampire
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\$4.99



02758
Siem Kastralmenn
By Werner Klocke
\$4.99



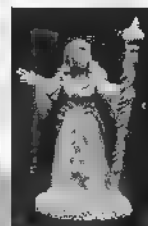
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Dena, Fern Barbarian
By Dennis Mize
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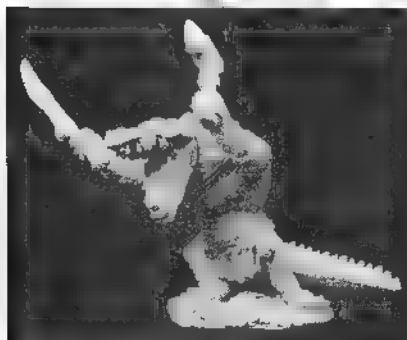
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Jellutz, Fern Devil
By T. Kaufman
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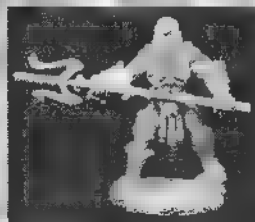
02761
Skratte, Rat-man
By Ben Stone
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02762
Tullin, Fern Elf Wizard
By Sandra Gentry
\$3.99



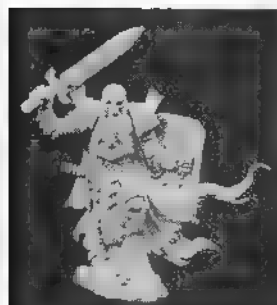
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Shrend, Alligator-man
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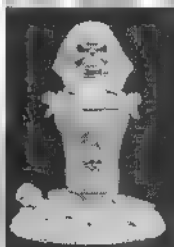
02764
Desmaendus
By Jim Johnson
\$3.99



02765
Astral Reavers
By Bobby Jackson
\$11.99



02766
Artus, Undead Warrior
By Bobby Ridolfi
\$4.29



02767
Jim of Ashes
By Bob Oley
\$4.99



02768
Victoria, Fairy Queen
By Geoff Valley
\$6.49



02769
Woody, Hatting Ranger
By Werner Klocke
\$3.99



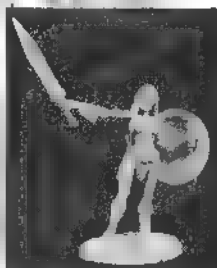
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Lungh, Hill Giant
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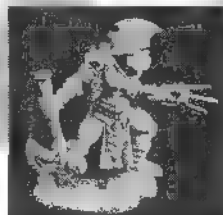
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Lorus, Wizard
By Jason Wiebe
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02772
Iris, Fern Gnome Fir
By Sandra Gentry
\$3.99



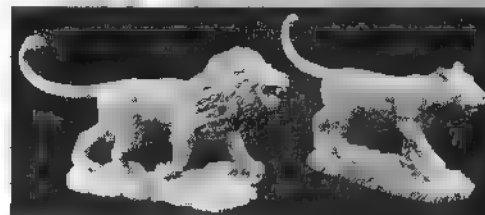
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Tena, Fern Barbarian
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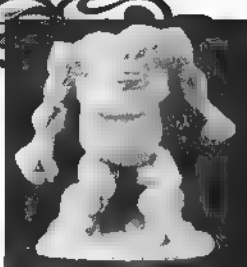
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Braksus, Gladiator
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\$3.99



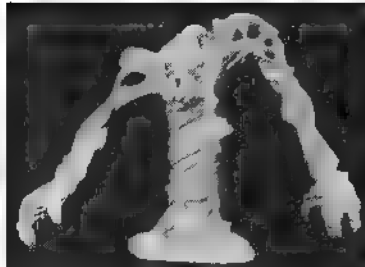
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Edward Dumond
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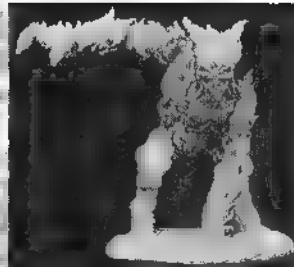
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Jon & Lioness
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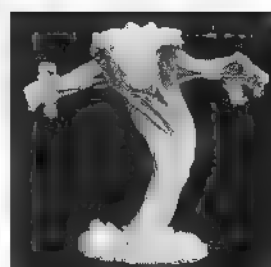
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Earth Elemental
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02778
Air Elemental
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\$6.99



02779
Fire Elemental
By VanSchak
\$6.99



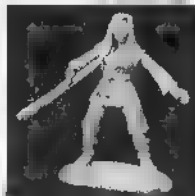
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Water Elemental
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02781
Bledoe, Evil Cleric
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\$3.99



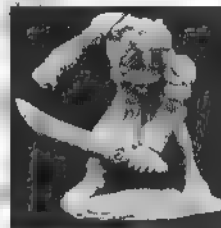
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Warl. Assassin
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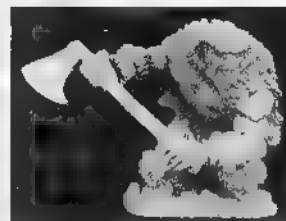
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Xiao Liu, Farm Monk
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02784
Giant Spider/Victim
By Various
\$10.99



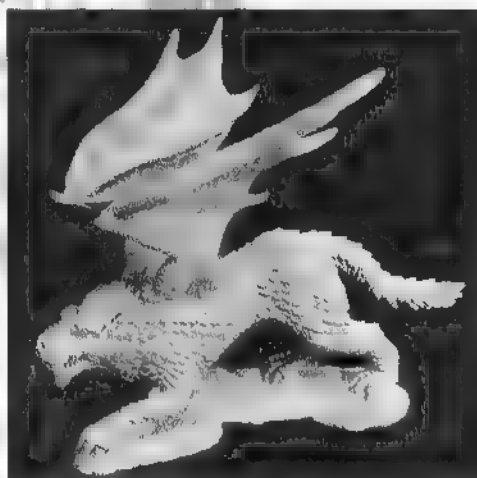
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Sabretooth Tiger Man
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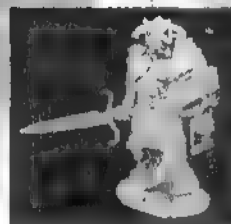
02786
Mesh, Half Ogre
By Ben Stone
\$7.49



02787
Cupid & Cherubs
By Sandra Garity
\$7.99



02788
Leonelex, Dragon Lion
By Geoff Valley
\$12.99



02789
Talerend, Blackguard
By Tim Prow
\$5.49



02790
Skeletal Centurion
By Tim Prow
\$3.99



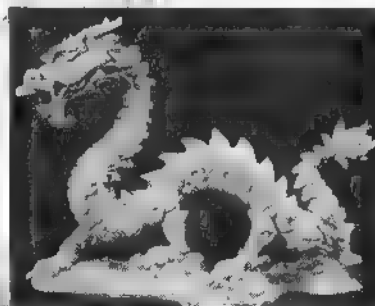
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Zombie Werewolf
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\$7.49



02792
Garmels, Farm Sphinx
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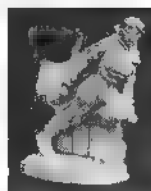
02793
Arianna, Fairy Princess
By Sandra Garity
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02794
Oriental Dragon
By G. Goumon
\$12.99



02795
Branson, Paladin
By G. Goumon
\$3.99



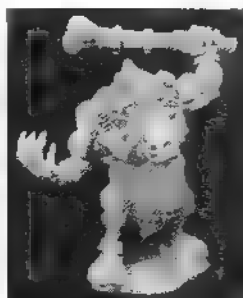
02796
Ilsa, Female Thief
By G. Goumon
\$3.99



02797
Tenebr, Cullist Leader
By Ben Stone
\$4.49



02798
Korin, Fem Barbarian
By Dennis Mize
\$3.99



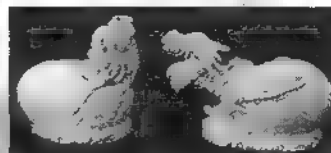
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Ghoul, Wareboar
By Jason Wiebe
\$8.49



02800
Skeleton Warrior
By Tim Prose
\$3.99



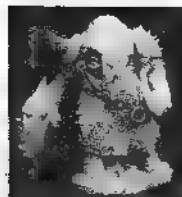
02801
Evelyn, Fem Duelist
By Sandra Garity
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02802
Dragon Hatchlings
By Sandra Garity
\$9.99



02803
Brother Vincent
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\$3.99



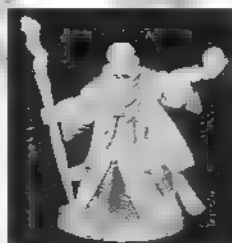
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Plague Harbinger
By u. Holway
\$6.49



02805
Rowena
By Ben Sene
\$3.99



02806
Badger Wolf
By Geoff Valley
\$5.99



02807
Lamsan, Sorcerer
By VanSchalk
\$4.99



02808
Taryn, Spearmaiden
By Bobby Jackson
\$4.99



02809
Attercop
By VanSchalk
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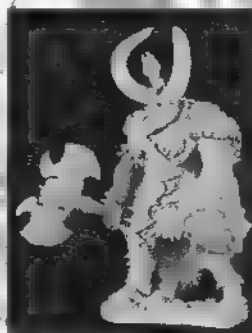
02810
Hymekia, Elf Sorceress
By Werner Klocke
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02811
Dain, Dwarf Hero
By Werner Klocke
\$3.99



02812
Kallista, Fem Warrior
By VanSchalk
\$3.99



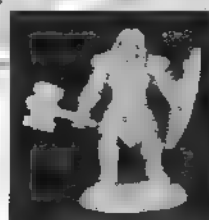
02813
Reaper of War
By Werner Klocke
\$10.99



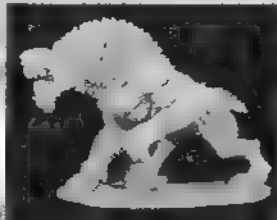
02814
Pillar of Evil
By Sandra Garity
\$7.99



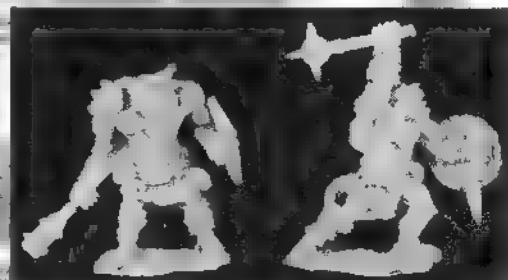
02815
Pillar of Good
By Sandra Garity
\$7.99



02816
Thomas Hammerlist
By Sandra Garity
\$3.99



02817
Moor Hound
By Ben Sene
\$7.49



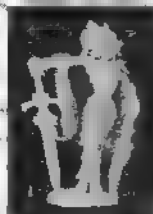
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Bugbear Warriors
By Jason Wiebe
\$11.49



02819
Gloom Wrath
By VanSchalk
\$3.99



02820
Karedyn, Fem Druid
By Ben Sene
\$3.99



02821
Ice Queen
By Werner Klocke
\$3.99



02822
Laumarak, Lich
By VanSchalk
\$3.99

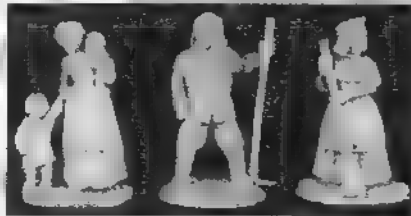


02823
Rasia
By Werner Klocke
\$3.99

DARK HEAVEN



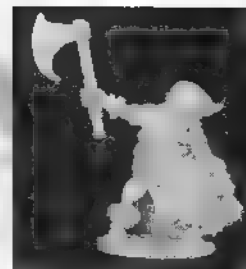
02824
Nehanda, Princess
By Geoff Valley
\$3.99



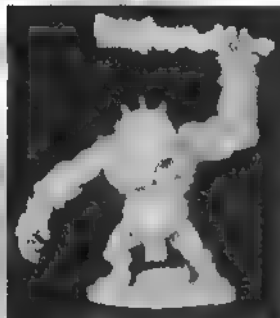
02825
Townfolk V Commoners
By Bobby Jackson
\$10.99



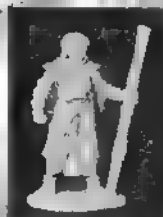
02826
Tenebris, Necromancer
By Werner Klocke
\$4.29



02827
Ksarap, Barbarian
By Ben Stone
\$3.99



02828
Thornbeck, Troll
By Ben Stone
\$6.99



02829
Bertrand, Monk
By Sylvain Cuthon
\$3.99



02830
Wolf Pack
By Geoff Valley
\$8.99



02831
Olivia, Healing
By Werner Klocke
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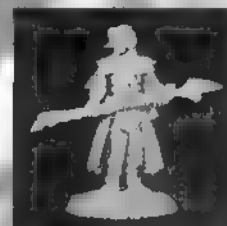
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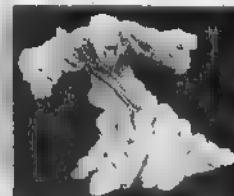
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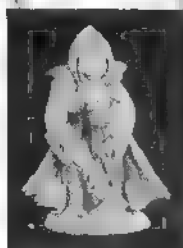
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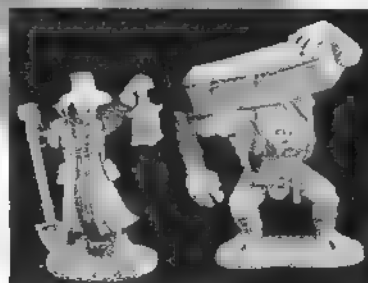
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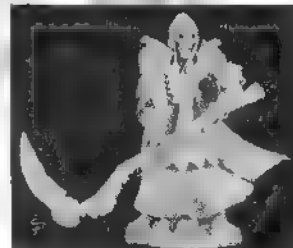
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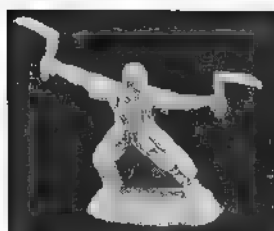
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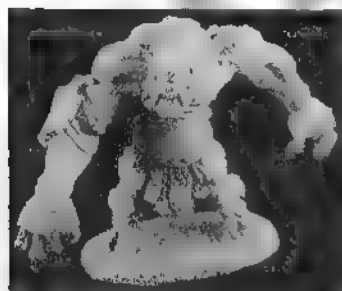
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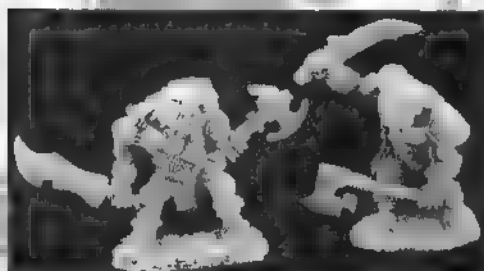
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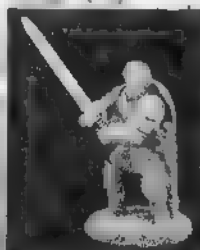
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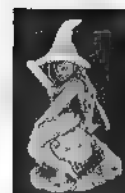
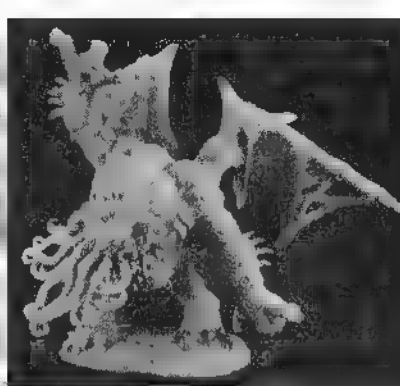
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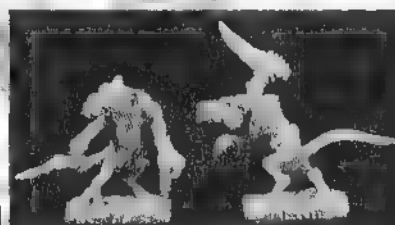
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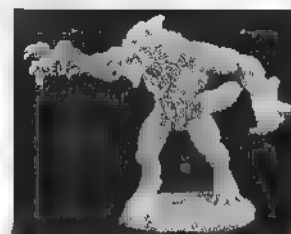
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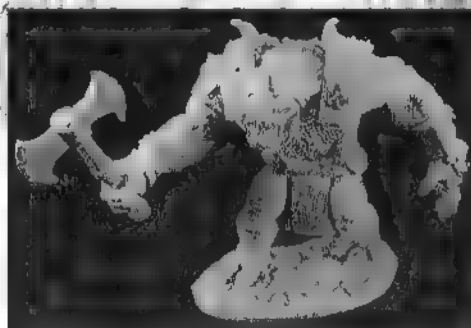
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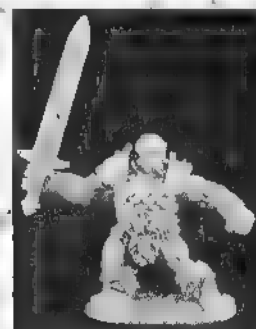
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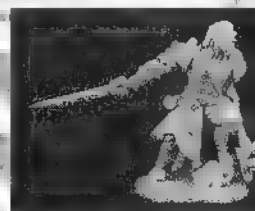
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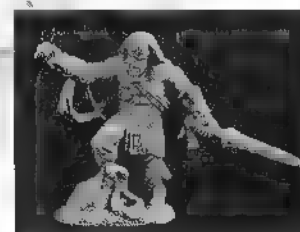
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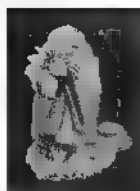
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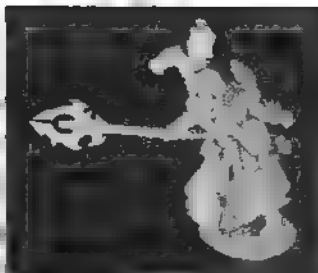
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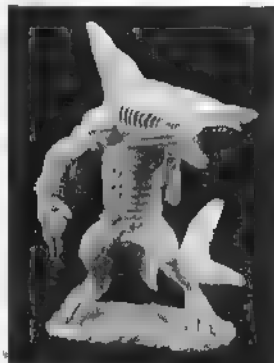
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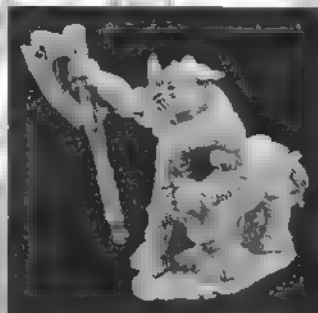
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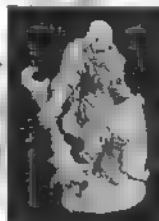
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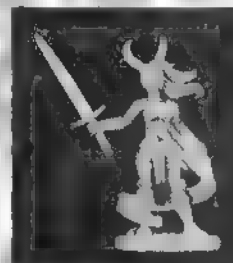
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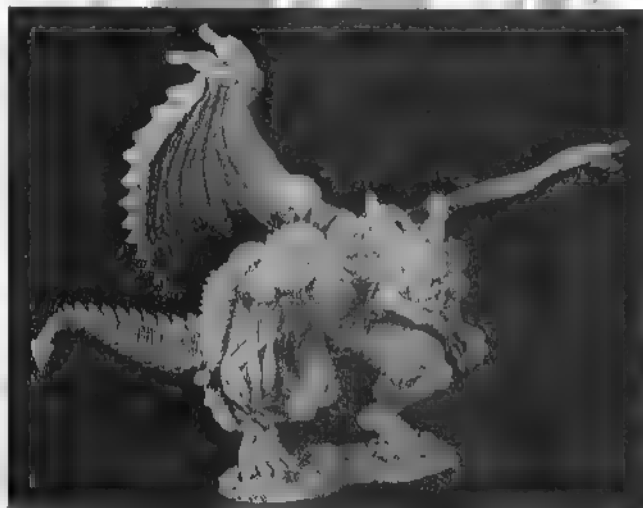
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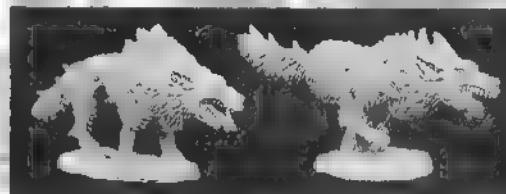
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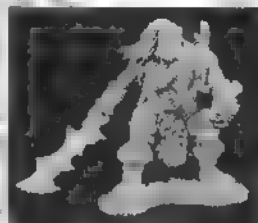
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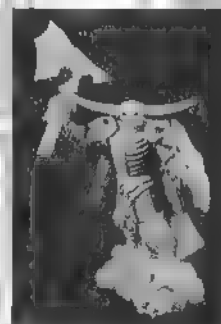
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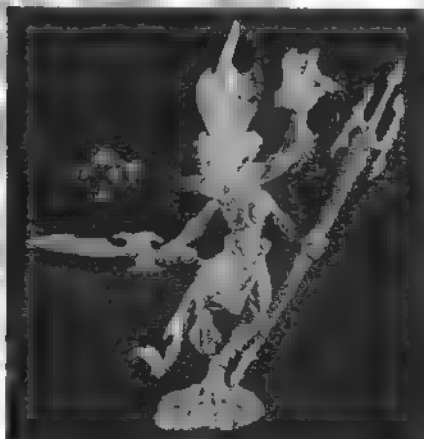
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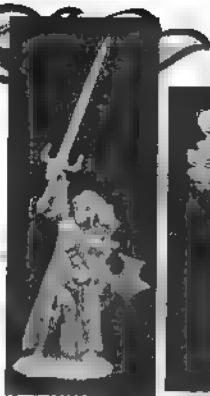
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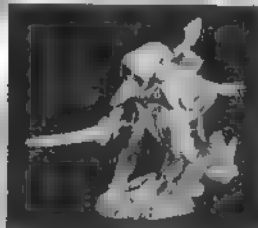
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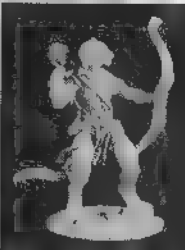
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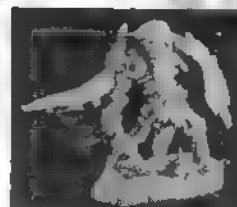
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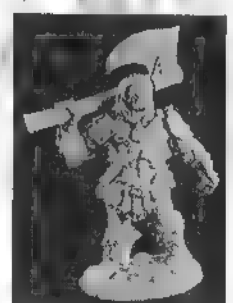
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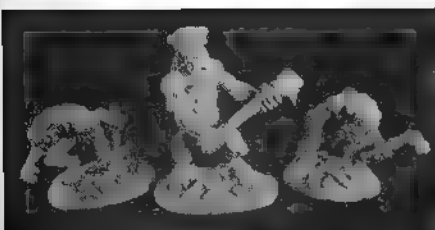
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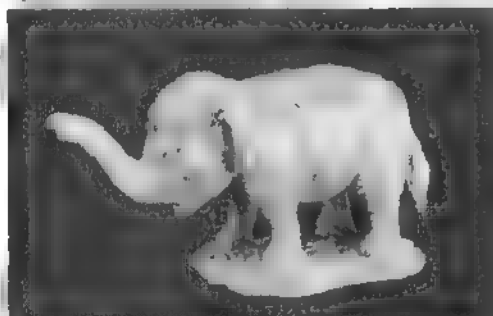
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EBONWRATH:

OBSIDIAN SCOURGE OF THE SOUTHLANDS

Oh how he loathed sea travel. For three weeks he'd been aboard the ship, 21 days enduring briny air, moldy hardtack, and the many and varied pungent aromas emanating from the ship's crew. Callivar Tesdrus, Wizards Council Envoy and Librarian of the Second Order had had enough.

Surely he would have gone mad if the Jalahandran coastline had not loomed on the horizon on the 22nd day. By midday the wizard once again set foot on dry land and was thankful for the span of about five minutes, which not coincidentally was the span of time it took to reach the bazaar from the docks.

The town of Qsal'dari was typical of those bordering the Dragon Spine Sea: squalid, dark, and teeming with the coarse and uneducated flotsam of the world. Callivar raised a handkerchief to cover his nose as he pressed through the crowds, doing his best to ignore the rank wafts of half-rotted meat cached with spices and buzzing flies. As he navigated the throngs of sailors and traders he reflected upon the series of events leading up to this voyage. An ironic smirk crossed the young wizard's face as he contemplated how his discovery of an obscure entry in missing ledger led to his predicament.

The young wizard spent the better part of the next three days seeking his quarry, an adventuring scholar by the name Pladinwyll Naperoth. He was retained over two years ago by the Council of Wizards as Adon's leading authority on dragons - specifically those of the chromatic variety. Naperoth, who referred to himself as a Wyrmsayer, was commissioned with compiling a comprehensive treatise on a nefarious black dragon known as Ebonwrath. Weekly missives were exchanged between the Council and Naperoth by way of courier pigeon, but a year and a half into the endeavor the scholar's communiqués ceased and any further pigeons dispatched from Sardossa failed to return. Callivar was tasked with returning the finished treatise or the moneys paid to the scholar in advance. To return to Sardossa without either would spell the end of Callivar's career, a fact his rivals made him well aware of.

Callivar knew the last pigeon was dispatched from Qsal'dari. To save on time he used every means at his disposal to uncover the errant scholar's whereabouts. His inquiries led to a series of rocky hills on the edge of town. Atop one of these was a shepherd's hovel composed of dried dung and straw. Piled outside the structure was a great mass of shattered bottles and clay jugs. The front door gently swung open on a gentle breeze as the wizard cautiously approached.

Expecting the worse Callivar withdrew a worn wand of yew from his belt before stepping over the threshold. Beyond the doorway was a stone-floored room in utter disarray. Scraps of paper, vellum, and papyrus were scattered about, nailed to walls, and lying loosely about the floor. Books and scrolls of every size were strewn about or wobbled back and forth in tall stacks. The sole occupant, a waxy-skinned man wearing wine and ink-stained cotton robes, lay on the floor unmoving.

Other than the teetering stacks of books, the only

movement in the room was limited to a pigeon coop in the corner of the room with three nervous occupants. What became of their companions was obvious: a small wooden bin near the door was filled to overflowing with pigeon bones and feathers. A collection of unopened and unread metal sheathes was on a stone shelf nearby.

Callivar glanced about scanning the shadows for other occupants. Finding none the wizard cautiously withdrew a pinch of talc and powdered silver from a secret pocket in his robes before making a quick gesture and chant. The spell was intended to root out those cloaked by invisibility. Callivar slowly turned on his heel and peered about wand at the ready. Secure he was alone, he turned his attention to the man lying at his feet - Pladinwyll Naperoth.

He was alive but severely fatigued and most definitely drunk. Judging by the look and smell of him he'd been that way for some time. After some not so gentle prodding, Callivar finally managed to wake the old man. Later in the day, after Naperoth sobered up somewhat, he related his tale. Callivar gathered that the self-styled dragonologist's research was near to completion when something went horribly awry. It seemed Naperoth witnessed something so shocking it dulled his senses and shattered his mind. No matter his tact the wizard was unable to convince his addled companion to say more on the subject.

Callivar remained suspicious but he had to admit he was intrigued. During one of the many lulls in conversation, Callivar glanced at a large piece of papyrus hanging on the wall detailing a ruined city - Saaknepheth. Numerous notes in several scripts covered the carefully rendered map. On the floor at his feet Callivar found a scrap of vellum listing four antelope, three mountain goats, a shepherd, and a donkey. Then Callivar caught an odd word in Anhurian at the top of the scrap: menu. Looking about more details came to light. Strewn about the room in no particular order was the complete life history of the dragon Ebonwrath. Callivar's heart soared - the scholar was nearer to completing his task than Callivar first thought.

Reining in his excitement and relief the young wizard carefully explained his task to his host who was already downing cup after cup of bitter vinegar wine. When no response was forthcoming Callivar impatiently demanded Naperoth get to work compiling the research or refund the advance. The yew wand was still out as a precautionary trapping.

After a short pause the bleary-eyed scholar sighed to himself before hobbling across the room to a battered trunk whence he produced three thick books, each one bound in shiny black leather and embossed with silver lettering. Confused Callivar cast his eyes about the disarray and back to the books before taking them gently in hand and turning each one over for inspection. On each of the volumes was a single word-Ebonwrath. Callivar's natural inquisitiveness got the better of him as he unsnapped the clasps, cracked open the first of the volumes and began to read. .

The dragon known as Ebonwrath has dwelt in the Maru River region for centuries, where she has earned a reputation of particular cunning and singular viciousness. She is said to originally hail from the Darkmoors, far to the north. She was the second to last to emerge from the clutch of eggs she was born in. Her siblings were substantially larger than she was, but what she lacked in size and strength she made up for in cruelty and ambition. It is said her first kill was the last and youngest clutchmate as it struggled to free itself from the egg.

Abandoned by their mother shortly after hatching, the young dragons laired and hunted together. Years passed, and the dragon brood matured and grew bolder. Passing caravans, livestock, adventurers, and lone shepherds fell victim to the dragons' attacks. With the passing of each day Ebonwrath's hatred for her siblings grew.

She was long used to hunger; the largest shares of any kill went to her brutish siblings, as did the proceeds from any looting. The contents of her own lair were meager and included little treasure save for a few dozen barrels of oil and various bottles of noxious chemicals taken from a dead alchemist.

The key to Ebonwrath's survival was her cunning; without her siblings' knowledge the crafty she-dragon approached the chieftain of a nearby tribe of trolls with an offer. For years the trolls kept their distance, fearing the stinging acid breath of their draconic neighbors. Ebonwrath struck a bargain with the trolls: she would lead her gullible siblings away from the lair with the prospect of looting a passing caravan. With the dragons out of the way the trolls would penetrate the lair and set up a simple but effective ambush and wait for the dragons to

return.

The trap was set but the trolls would soon find themselves in the thick of another betrayal when Ebonwrath, instead of attacking her siblings' exposed rear flanks instead withdrew to a safe distance and watched the mayhem. Ebonwrath had left an alchemical surprise for her siblings and conspirators earlier

that day. It is said mariners on passing ships saw flames roaring high into the sky ten leagues out to sea. Unfortunately the treasure in the lair was lost but Ebonwrath cared not a bit - with the trolls reduced to ash, their lair, which boasted a substantially larger hoard, was left undefended.

Ebonwrath laired in the Darkmoors for another century before an encounter with a substantially larger and more aggressive green dragon drove her from her home. She moved south and haunted the Sluice River Valley for a number of years but numerous encounters with the native Ritermen drove her south into Kaladis and from there into the dismal Trollhome swamplands bordering Malvern and Tirithilia.

She laired here for some time oppressing the native troll population, but eventually the pickings grew slim. Ebonwrath grew tired of troll flesh and the lack of loot so she set her sights to the south by way of the Tirithilian coastline.

The elves of Tirithilia were well aware of the rapacity of dragons, particularly chromatic ones.

Before Ebonwrath could find a suitable lair she was forcibly evicted from the elves' domain and driven southwards into the realms now known as Taltos. Even though the humans were easy pickings for a shrewd dragon, she only lurked and pillaged here for a short



time, as the climate was too dry and unwelcoming for her tastes. After only a few decades she headed southwards for the Malapango Jungles. It was here that Fate stepped in. Foul weather from the southlands forced Ebonwrath westwards as she flew over the Plains of Erule. Instinctually she followed the Maru River but she lost her bearings and traveled northwards into the mountains. There, along the Natanbe, the River of Death, Ebonwrath found her true home among the crumbling ruins of an abandoned city. In the centuries before the dragon's arrival the city was called Saaknepheth by the skoli who built it. The city was carved into the cliffs on either side of the river, which was dammed to control the flow into the Dragon Spine sea north of there. Unfortunately the artificial lake seeped into the porous rock and hastened the collapse of the stone foundation. Early in the New Age, an earthquake shook the region and a great fissure swallowed up much of Saaknepheth in a matter of seconds. So violent was the clash the mountains shifted, split, and moved. In the end the river formed three waterfalls cascading into the ruin-filled sinkhole before continuing its journey northwards to the sea.

Ebonwrath found the city deserted save for a handful of degenerate crocodilian humanoids known as the shrend. For centuries the shrend had hunted and lived along the Natanbe River. The clever wyrm wasted no time and presented herself to the shrend, killed their greatest warriors easily, and assumed leadership of the tribe. Prior to the demise of the Skoli Empire, the shrend were thralls to the skoli and longed for a strong figure to rule them. Ebonwrath was all too happy to assume the role of goddess incarnate.

Over the centuries the shrend have been selectively bred for their intelligence, ferocity, and willingness to serve. She has elevated the shrend above simple scavengers to fearsome predators. Ever a vain creature, Ebonwrath has also selectively bred the shrend so their skin color more closely matches her own. One of the first priorities of the dragon was to ensure her lair was suitably appointed. The sinkhole is just under 1/2 of a mile across, over a mile long, and is 300 feet at its deepest point. Plant and animal life from north and south of the mountains were uprooted and transplanted by the shrend in order to make their goddess feel more at home. In the centuries that followed the barren, ruin-filled sinkhole was transformed into a dank valley overflowing with loathsome life. Many varieties of dire lizards and serpents, including enormous crocodiles were brought to the sinkhole and now live alongside their shrend masters.

By 620 NA Ebonwrath's influence had spread to the limits of the mountains. Her shrend servants were pliant and content to do her bidding without question. Ships and caravans operating in the area

were her primary targets, and the spoils, captives, loot, and livestock, were used to sate the dragon's appetites for slaughter and material wealth.

Over the years other dragons have learned of the Ebonwrath's success and attempted to take the region for their own, but each time they have either been driven off or killed outright. This occurred in 840 NA when a determined bull blue dragon made a play for Ebonwrath's hoard. His bones and scales were formed into an elaborate standard that the shrend carry into battle to this day.

The shrend are fanatically devoted to their God-Queen who rewards her servants with fine weapons, armor, magic, and potions. Ebonwrath has always been interested in alchemy; she has a knack for mixing reagents into lethal concoctions. Her most trusted servants are gifted with several potions which grant strength, vitality, resistance to certain attack forms, and most brutal of all the ability to breath jets of acid to emulate their beloved God-Queen.

Ebonwrath's most recent exploits center around the noted dragon scholar Pladinwyll Naperoth. In early 985 NA Pladinwyll undertook a mission on behalf of the Wizards Council of Sardossa. For years the freelance sage and scholar had heard whispered rumors of a black dragon living somewhere in the arid southlands of Adon. With the aid of the Council of Wizards was he able to track down the beast see her with his own two eyes. He was not disappointed.

Ebonwrath was all too real. He spent over a year cataloguing her comings and goings as well as her behavior. When she was abroad he employed sorcery to cloak himself so that he was able to wander the swampy ruins of her lair. He made extensive maps noting sentries, traps, and even storehouses of the dragon's vast wealth. He uncovered much but his most gruesome discovery came just days before he withdrew from the world to finish his book.

Early on in his delvings, Naperoth was approached by a group of adventurers interested in Ebonwrath. He presumed correctly that the adventurers were in fact out for the dragon's hoard, but he flatly refused to divulge any of the wyrm's secrets - not from loyalty, but from fear. A few months later the adventurers managed to locate Ebonwrath without the aid of Naperoth, but their valiant efforts to slay the dragon were as ill fated as those that came before.

Ebonwrath today continues to pray on trespassers to her domain, which has expanded to include the swampy northern shore of Lake Gedi. Her age is open to conjecture but Naperoth's treatise indicates the dragon has lived in excess of 1000 years. She remains a formidable threat in western Jalahan-dra.

Brain Press

Elsabeth Briarkiss's Personal Correspondence

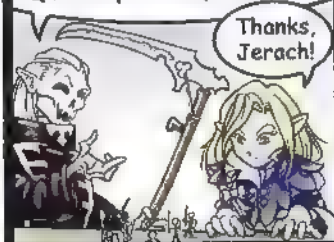
Dear Lysette,
I got you some
new perfume.
Do you like
formaldahyde?
Eternally,
Elsabeth

Dear Duke Gerard,
What is the difference between
St. Patrick's Day and New
Year's Eve? You lived through
New Years Eve.
Happy St. Paddy's Day,

Dearest Prince Danithal,
What do you do when you
love someone so much that
it makes you want to kill
them?
Write them a letter.
Forever Yours,
Elsabeth

Dear King Grimsteel,
I was hoping to do
something at our first
meeting to really touch
your heart, so I brought
a machete and a rib
spreader.
Yours Truly,
Elsabeth

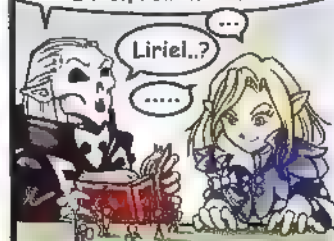
You converted all of these
figures since yesterday?
Quite impressive, Liriel...



I am always astounded by
such speed and high quality.
You're quite a pro at this.



When we left off, the party
was surrounded by Kobolds.
Liriel, roll initiative.



I can't. I accidentally
glued myself to the
tabletop last night.

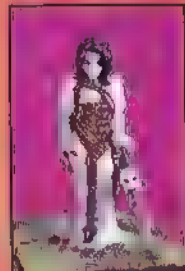


SmallWorld

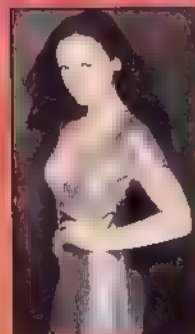
BABE WATCH

Well for the triumphant return of
Babe Watch (and our first color
Babe Watch ever)

we've chosen a
new favorite -
2810: Hyrekia by
Werner Klocke.
This gorgeous
goth girl scores
high on the babe-
o-meter, so we need some world-
class babes to star.



Dark, brooding,
beautiful.
Christina Ricci is
all of that and
more. How can
we not pick her
for his Klocke-
ness' elf?



We all know Liv
Tyler makes the
hottest elf to ever
hit the big screen.
She speaks elven
fluently, and who
else can say that
and still be that
hot?

Of course there
is also Winona
Ryder. This
raven haired
beauty plays the
angsty goth so
much it's almost
too easy. Then
there's that
crime thing . . .



You've known her,
and you've loved her.
Now she can be yours.

Sophie



2001 Holiday Sophie
Sculpted by Werner Klocke
Product number 1405
\$7.99



2002 Holiday Sophie
Sculpted by Werner Klocke
Product number 1404
\$9.99



2004 Holiday Sophie on Sleigh
Sculpted by Sandra Garrity
Product number 1409
\$19.99



72mm Sophie
Sculpted by Werner Klocke
Product number 1406
\$19.99



2003 Holiday Sophie 72mm
Sculpted by Werner Klocke
Product number 1408
\$19.99

Angels with an Attitude
Sculpted by Sandra Garrity
Product Number 10007
\$29.99



GUARDIANS OF THE HEAVENS



In the Sulfurous pits of the netherworld, the demon prince, Abyst, commands his legions to do his bidding. From his fiery throne, he and his demonic servants wait for the chance to conquer the Abyss, and beyond . . .



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From jungles forgotten by time, the King of the Beasts strikes forth, knowing no fear, only hunger.

Product Number
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Six of the Saltiest Dogs
that ever sailed the
Dragonspine Sea!

Sculpted by Sandra
Garrity & Bob Olley
Product Number
10011
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DARKEST DAWN

Part 2 By Bryan Stiltz

The Crimson Knights were at their finest - swords flying, claws slashing, filling the air with the dust of the rotting dead. Corpse against corpse, the skeletons and vampires fought against the invading mummies, with Judas right in the thick of it all. The screams came up from all sides of the hill, as the bronzed blades of the Sokari and the hardened steel of the Thulians rent the flesh of the enemy.

Elsabeth fought alongside Judas, dancing in and out of danger, her mania only increased by the knowledge that there would be no feeding off the dusty Dune Worms. Centuries of fury and skill were evidenced in her tactics as she handily mowed down the steady stream of bandaged foes. The onslaught continued, and foes she knew she had dispatched continued to rise, driving her further into her frenzy.

Not far down the hill, Gauntfield danced among the invaders, his scythe slicing them through. He showed his usual mirth as they stood back up and continued the attack; he always enjoyed the game of war, and these opponents made it more fun as they came back for more. The presence of their magic seemed to bolster him some, and although the carved smile never left his face, the feeling of their spirits rising and falling as he sliced through their dried husks troubled him.

Across the hill, Khufu, Chosen of Sokar, appeared. His faithful Anubis Guard beside him, he drew his sword and his axe, and they drew their mighty kopesh. Though there were only eight of them, they proceeded to mow through the skeletons around them like wheat, their exotic swordplay clearly too much for the simple undead to deal with. The sounds of shattering bones began to dominate the battle.

From above, Lord Eikar and his bats

swooped in, claws and axes spinning in a gray and silver blur, the fury of the charge slowing Khufu's assault. The skill of the Anubis guard quickly turned against the bats however, and as they darted close enough to strike, the Guards cut them from the sky, tearing at their wings.

Malek cursed with fury, for his magic was failing him as if some veil existed around the Sandmen that made calling forth the arcane energies harder. The feeling intensified when Khufu was nearest, so Malek summoned his strength and called forth a dizzying blast towards the tangle that guarded the Sokari King. An explosion shook the knot of Sokari, and some of the Guards went down, bathed in flames and cinders. Khufu shouted in rage, looked towards the source of the magic and screamed in his native tongue. Immediately, the mass of Knights and Skeletons between him and Malek split, a narrow corridor forming where there was once a mass of chaos. Determined, he began to run straight towards the necromancer, hatred burning in his eyes.

Within seconds, however, the knights returned to the gap, closing on Khufu, now separated from his vanguard. The came up quickly, trying to protect their king, and soon Khufu's focus was taken completely, now bent on destroying the defilers who had infested the old tombs. Malek could not now blast into the mass, for his own men would suffer, so he began to call forth the dead from the ground, raising more allies for Thule. Elsabeth's fury redoubled, and she noticed that some of those she slew did not get up again. Slashing ever harder at the finally dwindling mass of bronze and bandages, she stopped short when a skillful parry recoiled towards her. "You must watch where you swing, milady." Judas admonished as he reduced a

bronze-plated mummy to dust. "That one nearly hit me."

Elsabeth smiled sheepishly, "Milord, the beetles do bring out the beast in me. Perhaps we can crush them together?" She positioned herself behind her Lord the two of them guarding each other's backs, and they began a beautiful dance of blades that cut through the advancing mummies like dust. Judas spied Khufu and his remaining jackals approaching, and he shouted to Elsabeth to close on them.

Nivar and his harvesters had reached the battle now, and Nivar began to cut a swath through to Judas. Intent on slaying his former commander, his harvesters cut through Knight and Dustman alike. The battle was large, and it would not be easy, but in the chaos, no one seemed to notice that the wraiths had turned.

The disparate masses began to move towards each other on the battlefield, Judas and Elsabeth slicing through the mummies as fast as Khufu and his Anubis Guard cut through the vampires, with the wraiths closing on both. The sound of metal on armor and flesh mingled with the screams of the undead, until the hillock became slick with dust and blood. Still the mummies rose, and still the skeletons fought them, bolstered by Malek's magic and the Font of Power itself.

In a heartbeat, Judas was on top of Khufu, a fury of blade, claw and fangs. Khufu was fast to react, and the two danced with each other, sword on sickle, axe on blade, as the fray around them seemed to slow. Elsabeth was on two of the guards, and Malek was nearing exhaustion, but Judas and Khufu were unharmed. Nivar was closing on Judas, and he was so intent on his fight with Khufu that he did not see.

Khufu fell to the ground, and Judas

pounced. Moonlight flashed across his polished blade as Judas ran Khufu through the heart. The mummy looked at Judas, shouted something incomprehensible to the vampire lord, and crumbled to dust. Within seconds, the remaining mummies crumbled around him, and Judas was left, kneeling, the scent of blood in his nostrils, and dust on his hands.

Judas looked over at Elisabeth and Malek, "Your warning was excellent, Milady. The desert beetles were right where you said they would be." Elisabeth bowed and giggled slightly.

Nivar was behind Judas now, obscured from their view. He raised his sword for the killing blow, ready to add Judas' vitae to the ever-growing pool of the Font. As the steel whistled downwards, the prince whirled around and in one fluid motion deflected the blade, sending it spinning out of Nivar's grasp, and cut his own blade neatly into the wraith lord's cowl. Nivar fell, and Judas stood atop him, ready to finish the traitorous spirit.

Malek came up and aimed his staff at the fallen usurper, binding him in place with a dark incantation. "Drain him, and

return his life-force to the Font." Judas said, "But do not destroy him."

"Milord?" Malek inquired; confused that Judas would not destroy the wretched soul. Treason such as this should never go unpunished.

"Nivar is useful to me. He will not try this again." Judas turned to head back to his crypt. "Impressive show of power, Nivar. It might have worked, too, had you been right."

"The stars are not yet in position. The Fang of Hars does come soon, but not tonight." With that, Judas walked down the hill to central crypt, taking Elisabeth's arm along the way. Together they entered the dark chamber, and Nivar seethed with rage.

*** *** ***

Outside the gates of Thule, a dark skinned man in bronze breastplate stood, sorrow across his face. He turned, and spoke to the men beside him, "We return to Mitaur. Sokar will send us a new king." The men began to march back, sadness evident across their faces

"You will need no new king, Tariq." A voice said out of the shadows. Tariq spun around, and gazed upon the face of Khufu, his fallen lord.

"Master! How is it you are here, when I saw you perish at the hand of the defilers?"

"Tariq, when one has walked the paths of the dead for centuries, it is no great effort to cross the river of death again, returning again to the Mehet Hesep." Khufu looked out over the city of Thule, once the center of a grand Necropolis built by his people before the fall of their Empire. He remembered looking over it before the northerners had built their tombs there and torn down the grandest monuments.

He almost smiled, his dry face cracking slightly. "Our first foray into the ancient tombs has gone well. We have lost nothing but a few Khasmin herders, and they can join us now in battle again. We know what the defilers have there, and our next assault will succeed. The vampires may still defile the tombs, but now we know their secrets."

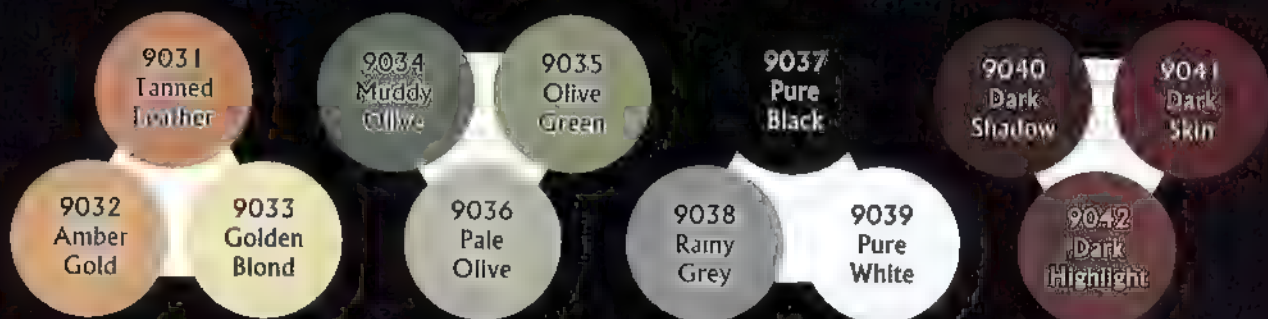




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Reaper Master Series paint is formulated to be beneficial to painters of all levels. Presented here is the first series of 54 paints, to be followed by further future releases as exciting new colors are added to the line!

MASTER SERIES PAINTS

Here are some of the advantages that make Master Series paint a joy to work with:

1. TRI-COLOR SYSTEM: Reaper Master Series Paint is formulated on a tri-color system. In each series of three colors you'll find a midtone, a shadow, and a highlight color. Whether you're a beginner who isn't sure about color mixing, an army-painter who's looking for consistency of color from model to model, or a professional just looking to save some time, the tri-color system is a great aid for your painting!



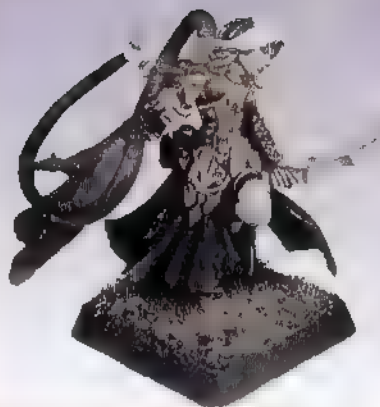
2. ULTRA-SMOOTH: Reaper Master Series Paint employs the finest materials to produce a paint of unparalleled smoothness. This gives you phenomenal layering, flawless gradient effects, and gorgeous skin tones!

Sculpted by Julie Guthrie
Painted by Anne Foerster



3. FLOW FACTOR: Flow factor has been increased to reduce separation of pigment and enhance the workability of paint you've thinned. This makes it perfect for dark-lining, freehand designs and other detail work.

Sculpted by Werner Klocke
Painted by Anne Foerster



4. HIGH ADHESION: Reaper Master Series Paint has been formulated with a high adhesion property, increasing its ability to stand up to frequent handling and other wear and tear.

Sculpted by Werner Klocke
Painted by Marike Reimer



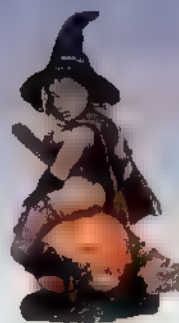
6. COVERAGE: Reaper Master Series Paint is formulated with a balanced consistency that provides good coverage in a thinner, smoother medium. The paint is workable straight from the bottle and painters won't need to add as much water or additive to the paint when thinning to achieve the effects they're looking for.

Sculpted by Bob Ridolfi
Painted by Robert Cruse



8. WATER-SOLUBLE: Reaper Master Series Paint is water-soluble and cleans up easily with a little soap and warm water.

Sculpted by Werner Klocke
Painted by Anne Foerster



5. MATTE FLAT: Reaper Master Series Paint is formulated to minimize distracting glossiness, allowing the best parts of your model to shine without being shiny!

Sculpted by Werner Klocke
Painted by Amy Brehm



7. AIRBRUSH-FRIENDLY: Smooth and versatile enough to be used in an airbrush application.

Sculpted by Phoenix
Painted by Robert Cruse



Whether you're an advanced painter with years of experience behind you or a brand-new painter who's only just picked up a brush, Reaper Master Series Paint is a valuable addition to your painting arsenal!



Deathmatch Arena

by John Newman and Jennifer Korzen

Rome wasn't built in a day, and neither was this arena - but it was built over a weekend. While gaming with another local Black Lightning member, we discussed an upcoming convention and terrain we'd need. He wanted a dungeon and an arena. I said I'd build the arena (because it's always something I've wanted to do) and he took the dungeon. I wasn't sure what I was getting into, and I rushed into this project without any real experience in terrain making and learned a lot through mistakes and aborted efforts. Fortunately, you guys will get the experience of my mistakes. The most important thing is to have a plan - not just a general idea. This is where most of my headaches came from. I had a general concept of what I wanted to do, attacking the materials and more or less wasting a lot of time and supplies. Fortunately I have a loving partner who not only tolerates my hobby, but is also very active and she helped me out with the construction of this project.

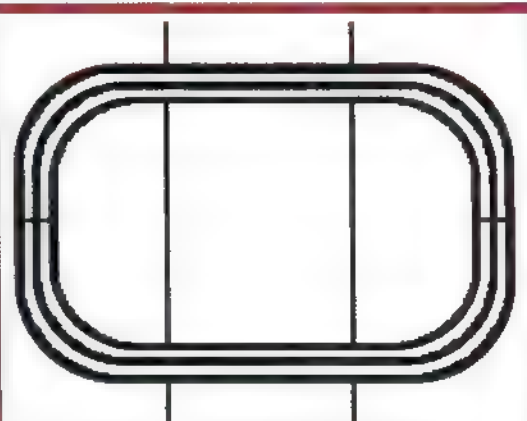
Basic Construction



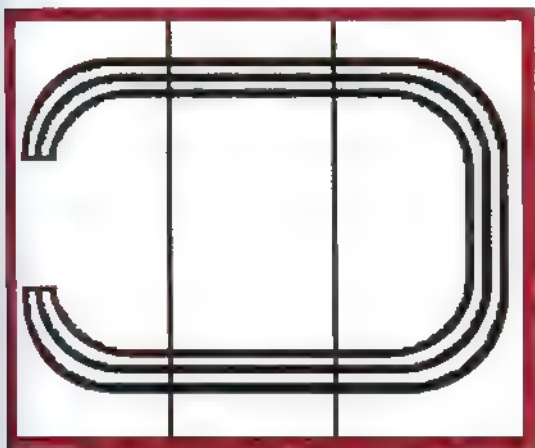
The first thing we needed to plan was how big, and what shape the arena was going to be. We needed something that could hold 2 or 3 small forces of troops - so about 9-12 fighters, as well as some terrain. I also wanted something that could be used for other purposes, such as chariot racing or fantasy

football- so for us a large rectangle/oval shape worked best. You can just as easily build a circular arena. Another of the constraints of this project was the need for it to be lightweight and portable enough to fit in the trunk of a small hatchback with some luggage. We opted to build it in 3 pieces mounted on MDF board - which has the benefit of being thin and lightweight, but won't warp easily and will handle some abuse. The first step was to create a template. To do this, we sketched out the curve of the long half of the

arena on one of the thinner pieces of foam. Our arena was going to be 4 feet



long, which worked out nicely, since the foam we bought comes in 8 foot sheets. We cut it into 4 foot pieces which would form the sides of our arena.



We initially cut the template piece out of one of the thinner pieces of insulation foam, and made it as wide as the base tier. We had marked off the curves for the upper tiers on this template also, but didn't cut them out quite yet. Once the bottom pieces were cut, we cut 1" off the template and moved onto the next tier. Repeat this until you are finished. For our arena, we used a 1 ft" piece for the bottom tier and ft" for the upper tiers. I'd *highly* recommend using a hot wire foam cutter for this

part, since it neatly slices through the foam and gives a good clean cut. You may want to practice a little bit on scrap pieces to get the feel of the cutter before attacking a large piece.

Once the pieces were cut out, we laid them on the MDF sections, which we cut into one 3 foot long section and two 1 ft foot long pieces.

We glued the 3 tiers together with hot-glue and laid it down on the MDF. We then marked on

the foam where the joints of the MDF would be and sliced through them using the hotwire.

We also cut a 1' section from one end of the arena where the dais would go (6 inches from each side). Once the sides

were cut, we joined the pieces back up on the MDF and traced them out so we knew where to glue them to the board. I took the chunks outside to sand, because even a steady hand will sometimes get "wavies" in the foam with the hotwire - but they are easily sanded out. Once everything was smooth and dusted off, we glued the sections down to the MDF and it was ready for painting.



Skull Dais



To make the dais with the skull, you will use the same techniques as the other pieces of the arena. I used a different type of white porous foam, and if I had to do it over, I'd avoid this at all costs. We simply created a half-circle template with a 1 foot wide frontage. I layered up, which enabled me to cut the top 1" layer out around the skull, to nestle it in. This skull came with a jaw-bone which I broke off. You could easily raise the skull even higher and use the mouth as an arena opening. We cut a little semi-circle out of scrap foam to go around the front and form the blood-pool. I was going to have stairs coming straight down, but Jenna felt that she could do a

better job cutting round ones that wrapped around the blood-pool, and I'm glad she did, because they look great. The same technique was used with these.

We layered up foam to

the correct height, and then cut the steps out with the hotwire. I'm really impressed by these, and it was her first time using a hot-wire. So with a little patience, great results can be achieved. To make the top pieces, we used short cake pillars, and then cut a crown piece from foam to match the arc on the back of the dais. You can

embellish any of these pieces with beads, doll-house molding, spare minis or whatever your imagination desires. I was hoping to get some plastic skull rings to decorate the edge of the arena



(but cutting the ring off and gluing the skulls to the foam, it would look like carved skulls), but I didn't find skulls I liked.

Finishing Touches

First step was to basecoat everything with a black textured paint. If you plan on making lots of terrain, you might want to pick up a small can of paint and have it mixed to the color you need. You can also get miss-tints really cheap at the hardware store if you aren't particular about color. To texture it, there are numerous sand additives that can be mixed in. This will create a gritty surface that will look more like rock when painted.

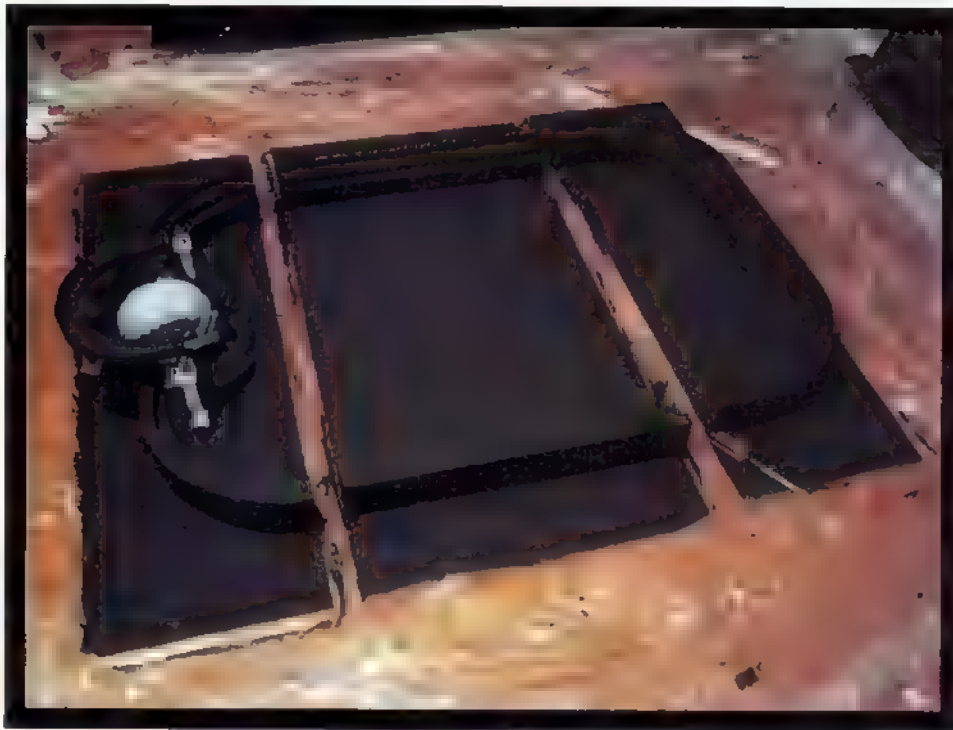
Once the arena was base coated, we used a few bottles of craft paint (You can usually get these on sale at 4 for \$1 - so they are a

great buy). We overbrushed the arena a darker grey and then drybrushed up a midtone and a highlight, with a very

very light dusting of white. The same procedure was used for the pillars, which we spray painted black as a basecoat.

You want to avoid spray painting foam, as it will melt.

Next, we drybrushed the grass areas with a few shades of green, and the arena floor with some sandy colors. To give the sandy arena a nice texture, you don't want to evenly drybrush, but give it a mottled feel. At this point, you can also use a thinned down white glue and flocking material for the grass and sand.



Pillars and Statues

These are probably one of the easiest things to do, and really give character. The pillars are simply plastic wedding cake pillars that can be obtained from just about any craft store. They also have a round hole in the top that accommodates a round slotta-base perfectly which means to top them, just insert a base and use a tiny bit of filler around the cracks. To make statued pillars, stick an old mini in the base and glue it to the top.

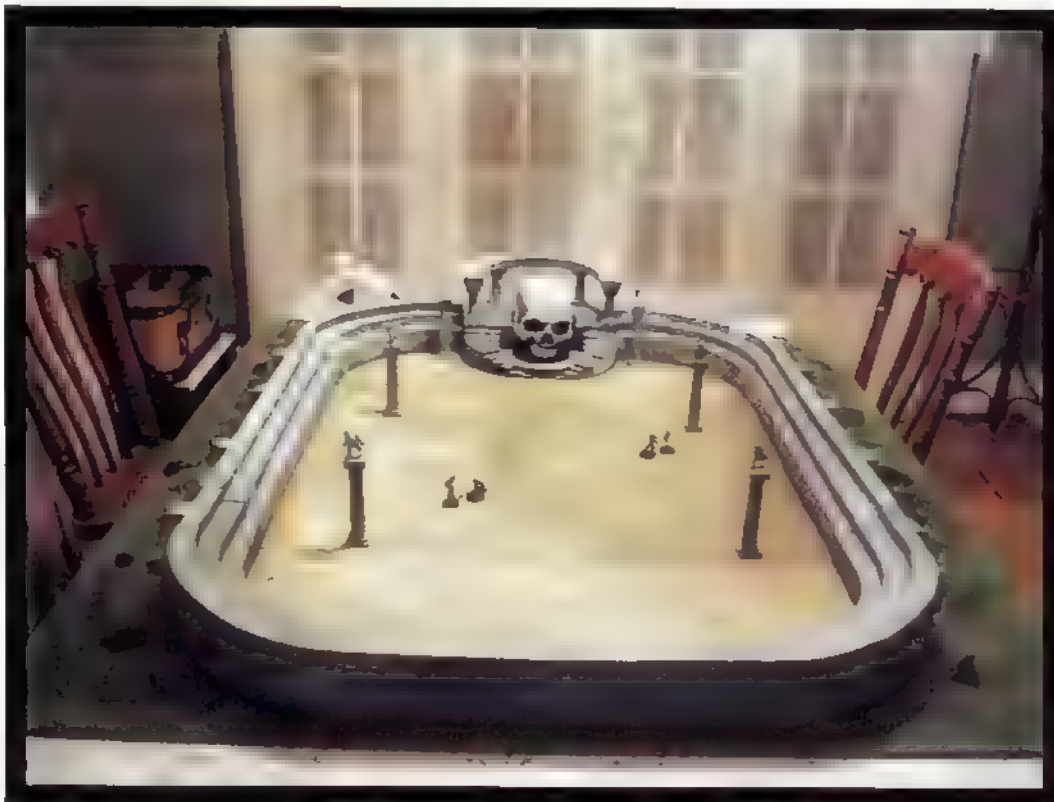
same technique for painting stone and

you have a great looking piece of

scenery in no time. We opted not to glue the pillars to the inside of the arena, as it gave us flexibility in placing terrain in the future. We did glue them to the outside, however.

You can also add lichen to make bushes and shrubs as well.

So really, in a matter of a few days, you can really create an eye catching terrain piece for various aspects of play.



Okay - Now You've got this really neat arena. But what do you do with it? Well, Lanse Tryon suggests that you check out this exciting scenario. It's all the excitement of a FPS computer game, with all the geeky coolness of a miniatures game!

WARLORD DEATHMATCH

By Lanse Tryon

Changes from Warlord as written:

1. The game lasts until a side makes a set number of kills, or a time limit is reached.
2. Troop Size and Command radius are ignored.
3. Players bring a force of three Warlord models totaling up to 300 points. No magical upgrades or spells may be bought, though generic cards and innate spells are fair game.
4. No model has a Casting Power unless so granted by a carried item.
5. Innate spells may be cast at the model's regular CP, and are unaffected by magic items.
6. Evenly distribute respawn points throughout the board, corresponding to the number of sides on whatever die you want. Number them off.
7. On deployment, roll the respawn die and place all three members of the deploying force on the respawn point. If another force is already on that point, re-roll till you get an open spot.
8. The GM evenly distributes each weapon around the board. (variant: The GM places tokens down and when

one is picked up, randomly roll to see which weapon it is. If an Elder Staff is rolled, immediately place the other one on the table as well.)

9. A model may only carry one weapon at a time. When the model runs over a weapon, place the weapon on the model and place the weapon's card by the datacard of that model.
10. Dropping a weapon or picking a weapon up can be done for free, without interrupting a movement action. It costs a non-combat action if the model wants to drop a weapon then pick up another during the same activation, even if the two are not done at the same location.
11. If a model is killed, the weapon it carries is dropped where it falls. The GM may re-scatter them if at the beginning of a turn if they become too concentrated.
12. Each three-model force counts as a single Troop.
13. If a model is killed, it respawns on its next activation. On its first activation after dying, roll the Respawn die and place the model on the appropriate

respawn point. It may then activate normally.

14. At the beginning of each turn, the GM scatters counters in the same way as with weapons, up to one per force on the board. When a wounded model runs over one of these counters, it restores one DT to that model.
15. Whenever a weapon's special ability refers to a die roll, that is the number on the die, not the final modified value.
16. Weapons that cast a spell once per X turns start that count of X turns since the last time they cast the spell, not from when they are picked up.
17. If a model respawns to a point already occupied by another model, the occupying model is killed.

This scenario works best when used with 14056: Warlord Weapon Pack I, and the weapons cards correspond to the contents of this article.

Deathmatch Weapons

1. **The Staff of the Eye**
Tough/4, +2MD. Wielder may cast Fireball with +4CP once every 3 turns.
2. **Bonebow of the Liche-King**
+1 Ranged attack, +2RAV. Casts Scare with +5CP on target on roll of 9-10.
3. **MacCowan's Holy Claymore**
+1 Melee Attack, +2MAV, +1DS. Casts Part on combat with +4CP on roll of 9-10.
4. **Thoragan's Fickle Curse**
+1 Melee Attack, -2DS. Auto-casts Firestorm with +4CP centered on wielder on roll of 1. Auto-casts Bandage on wielder on roll of 10.
5. **Tjilden of the Fires**
+2RAV. Shot is replaced by Fireball (centered on target) on roll of 10, spell re-rolled with +4CP.

6. **Dorung of The Giant's Forge**
+2MAV. Wielder limited to 1 Melee attack. Causes two wounds on roll of 9-10. On a Kill, attack next model clockwise in base contact.
7. **Thorn**
+1 Melee attack, +1MAV. Target is Shaken on roll of 9-10
8. **The Runesword**
+1 Melee Attack, Tough/4 Wielder may auto-Teleport self once every 3 turns: 3d10", random direction (non-combat action)
9. **The Elder Staff (Blue)**
Reach, First Strike, +2MAV. Wielder may Melee-strike wielder of the Green Elder Staff anywhere on the table, OR Wielder may use a non-combat action to switch places with Green Elder Staff

if nobody is carrying it.

9. **The Elder Staff (Green)**
Reach, First Strike, +2MAV. Wielder may Melee-strike wielder of the Blue Elder Staff anywhere on the table, OR Wielder may use a non-combat action to switch places with Blue Elder Staff if nobody is carrying it.
10. **Raaugh of the Ogren**
+2MAV, +1 Melee strike, Breaker. Auto-casts Part on combat with +4CP on roll of 9-10.
11. **Scylla's Talon**
+5 Melee attacks, Wielder's MAV is 0
12. **Halberd of Marthrangul**
Reach, First Strike, Wielder is Horrid. Blowthrough (Rng 8", RAV 4) once every 3 turns.

GREAT



Adapted by Jim
Product number
77

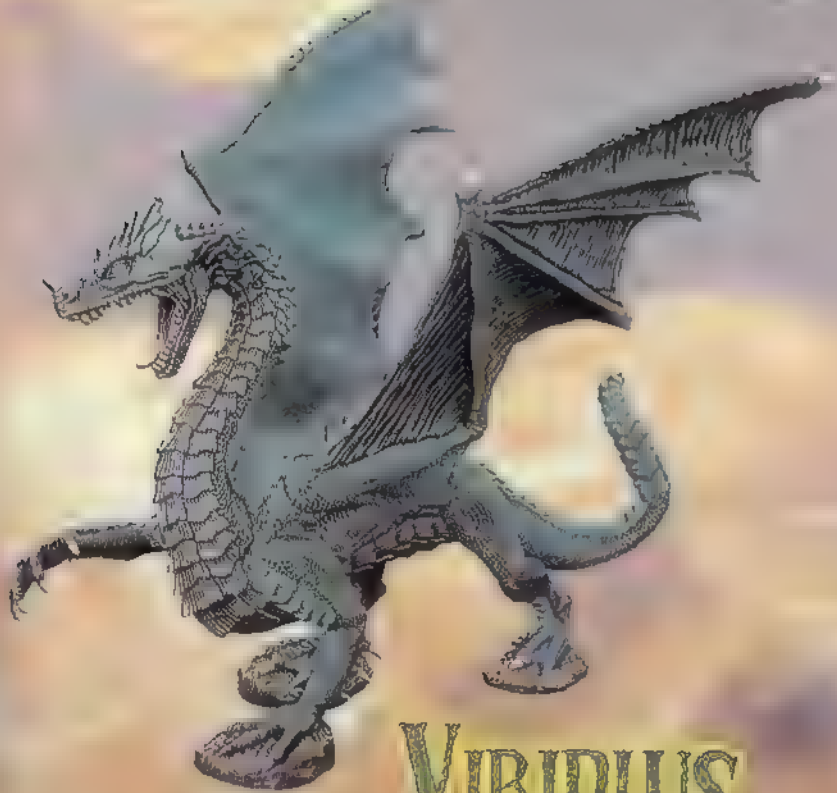
WYRMS

DEATHSLEET

A fleet shadow skims over ice-capped waves, carrying with it sheer terror. Those brave souls who face her are certain to find only death . . .

Sculpted by Sandra Garrity
Product number 10016

13499



VIRIDIUS



VEROCITHRAX

LEARN TO PAINT KIT-3 Non-Metallic Metal



Learn to Paint kit 3 teaches non-Metallic Metals and builds upon layering and blending techniques from previous paint kits.

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#8505 #0	#8550 Brush Set

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#8603 Round #0	#8606 20/0
	#8607 30/0

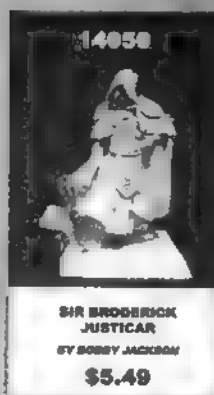
Warlord

Hey! What's This? I'm trying to find this Warlord Model, and I just can't seem to. What? Armies? These things are sorted by Army now? How am I supposed to know what Army this one goes with? Oh. There's this handy List! That's great!

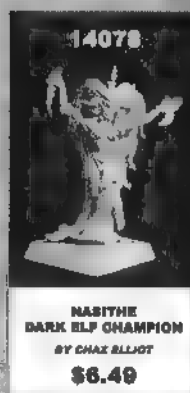
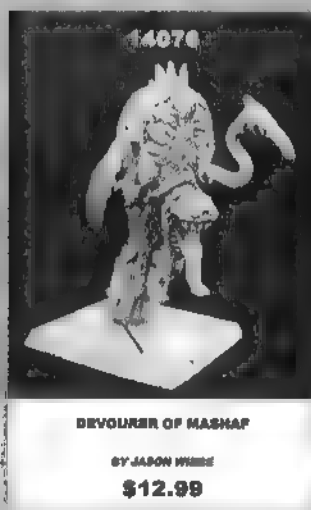
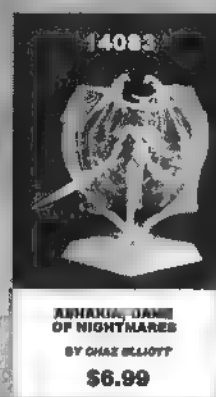
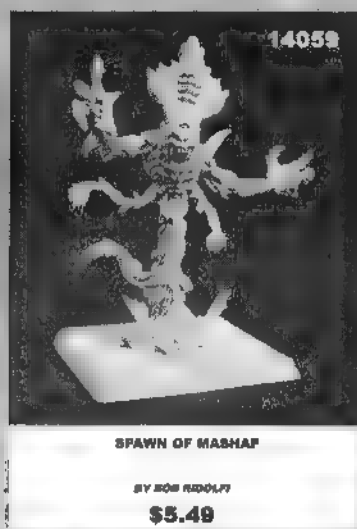
Models listed in numerical order, With their Army and their role in that Army.

14002	Grundor Hordetaker	Mercenary	Sgt	14073	Skeletal Pirate Crew	Mercenary	Grunt
14003	Ashkrypt	Overlords	Warlord	14074	Bull Orc Archers	Reven	Grunt
14004	Ymirlix The False	Overlords	Hero	14075	Skeletal Warriors	Necropolis	Grunt
14005	Lord Ronraven	Crusaders	Captain	14076	Devourer of Mashaf	Darkspawn	Monster
14006	Syphrila	Necropolis	Hero	14077	Griffon	Dwarves	Monster
14007	Minotaur of the Maze	Mercenary	Monster	14078	Nasithe	Darkspawn	Hero
14008	River troll	Reptus	Monster	14079	Ombur Skulltooth	Reven	Cleric
14009	Crypt Bats	Necropolis	Adept	14080	Guardian Angel	Crusaders	Solitaire
14010	Crypt Bats	Necropolis	Adept	14081	Netikeri	Nefsokar	Mage
14011	Eikar	Necropolis	Sgt	14082	Margara Firetongue	Dwarves	Mage
14012	Gauntfield	Necropolis	Hero	14083	Ashakia	Darkspawn	Solitaire
14014	Artemis	Mercenary	Sgt	14084	Soul Cannon	Mercenary	WarMach
14015	Niriodel	Elves	Cleric	14085	Freya Fangbreaker	Dwarves	Sgt
14016	Judas Bloodspire	Necropolis	Warlord	14086	Giant Eagle	Elves	Monster
14017	Naomi	Necropolis	Mage	14087	Familiar Pack 2	Universal	Familiar
14018	Amse	Elves	Sgt	14088	Thusia, Painmage	Darkspawn	Mage
14019	Durgam Deepmug	Dwarves	Hero	14089	Aundine	Darkspawn	Solitaire
14020	Lola Darkslip	Overlords	Hero	14090	Wrath Harvesters	Necropolis	Adept
14021	Shad Coalshadow	Mercenary	Rogue	14091	Corvus	Overlords	Sgt
14022	Lysette	Elves	Mage	14092	Khong-To	Reptus	Warlord
14023	Sigurd	Mercenary	Sgt	14093	Fnan	Crusaders	Hero
14024	Eredain	Mercenary	Mage	14094	Tanq, Ranger Chief	Nefsokar	Sgt
14025	Kya	Mercenary	Solitaire	14095	Neek, Goblin Boghul	Reven	Sgt
14026	Nakht	Nefsokar	Captain	14096	Tkay	Reptus	Cleric
14027	Bull Orc Fighters	Reven	Grunt	14097	Khasmin Herdsmen	Nefsokar	Grunt
14028	Gargoyle	Necropolis	Monster	14098	Khufu	Nefsokar	Warlord
14029	Razig	Mercenary	Warlord	14099	Skull Breakers	Reptus	Grunt
14030	Lupine Lord	Mercenary	Captain	14100	Awakened	Nefsokar	Grunt
14031	Lupine Rager	Mercenary	Adept	14101	Skeletal Archers	Necropolis	Grunt
14032	Lupine Shaman	Mercenary	Cleric	14102	Avatar of Sekhmet	Nefsokar	Monster
14033	Nvar the Wraith	Necropolis	Hero	14103	Templar Unforgiven	Crusaders	Grunt
14035	Balthor	Overlords	Cleric	14104	Archers	Reptus	Grunt
14036	Halbarad	Crusaders	Cleric	14105	Soultender	Darkspawn	Monster
14037	Sir Conlan	Crusaders	Sgt	14106	Dark Maiden	Mercenary	Monster
14038	Braug The Ogre	Reven	Monster	14107	Overlord Warriors	Overlords	Grunt
14039	Ivar Silverfist	Dwarves	Cleric	14108	Goblin Skeeters	Reven	Adept
14040	Marek	Necropolis	Mage	14109	Templar Warrior	Crusaders	Grunt
14041	Familiar Pack 1	Universal	Familiar	14110	Centaur	Elves	Solitaire
14042	King Thorgram	Dwarves	Warlord	14111	Sister Majeda	Crusaders	Sgt
14043	Lurgh	Reven	Solitaire	14112	Warriors	Dwarves	Grunt
14044	Uru, Troll Chief	Reptus	Monster	14113	Vae Archers	Elves	Grunt
14045	Velandi, Arch-Mage	Crusaders	Mage	14114	Templar Ironspines	Crusaders	Grunt
14046	Ardynn	Elves	Hero	14115	Tomb Guards	Nefsokar	Adept
14047	Dingo	Mercenary	Sgt	14116	Caerwynn	Elves	Hero
14048	Fatima	Nefsokar	Cleric	14117	Beastmen	Reven	Grunt
14049	Narg Bloodtusk	Reven	Captain	14118	Urga	Reven	Sgt
14050	Sir Broderick	Crusaders	Captain	14119	Vale Warriors	Elves	Grunt
14051	Janna	Mercenary		14120	Swiftaxes	Dwarves	Grunt
14052	Azarphan	Necropolis	Captain	14121	Bull Orc Hunters	Reven	Grunt
14053	Kaena, Banshee	Necropolis	Solitaire	14122	Onyx Golem	Overlords	Monster
14054	Gurm, Ogre Hunter	Reven	Monster	14123	Lunk, Goblin Mage	Reven	Mage
14055	Marcus Gideon	Crusaders	Hero	14125	Bondslaves	Overlords	Grunt
14056	Weapons Pack	Universal	Weapon	14126	Overlord Spearmen	Overlords	Grunt
14057	Iks, Wight Sergeant	Overlords	Sgt	14129	M-Sher	Nefsokar	Sgt
14058	Lorrie Silverrain	Mercenary	Hero	14130	Snorri Oathbreaker	Dwarves	Solitaire
14059	Spawn of Mashaf	Darkspawn	Monster	14131	Elsabeth Brakiss	Necropolis	Captain
14060	Le-synn	Mercenary	Mage	14132	Yagun Oog	Reven	Mage
14061	Kharg Blacknall	Reven	Sgt	14133	Celestial Lions	Crusaders	Monster
14062	Orbasphan	Mercenary	Warlord	14134	Ivy Crown Archers	Crusaders	Adept
14063	Varaug	Reven	Warlord	14136	Thorvald Cawheim	Dwarves	Solitaire
14064	Khadath	Nefsokar	Captain	14137	Skeletal Breakers	Necropolis	Grunt
14065	Witch Queen	Darkspawn	Warlord	14138	Anubis Guard	Nefsokar	Grunt
14066	Prince Danithai	Elves	Warlord	14139	Krunglebeast	Reptus	Monster
14067	Guros	Darkspawn	Captain	14140	Battle Nun Novitates	Crusaders	Adept
14068	Duke Gerrard	Crusaders	Warlord	14141	Khasmin Rangers	Nefsokar	Adept
14069	Sir Malcolm	Crusaders	Sgt	14147	Andras	Overlords	Captain
14070	Nicole of the Blade	Mercenary	Captain	14165	Selwyn Vale Captain	Elves	Captain
14071	Athak	Necropolis	Sgt				
14072	Bladesister Warriors	Mercenary	Adept				

For More Information on Warlord Armies, check out www.ReaperGames.com or log on to our Message Boards at www.reapermini.com/forum







Coming Soon

14105 Soultender
14145 Javolith
14149 Isiri Archer
14150 Isiri Warrior
14151 Broken Fodder
14152 Paintenders
14171 Rauthuros, Great Demon
14179 Vysa



14019
DURGAN DEEPMUG
DWARVEN WARRIOR
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CLERIC
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THORGRAH GRIMSTEEL
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14082
MARGARA FIRSTONGUE
DWARF RUNECASTER MAGE
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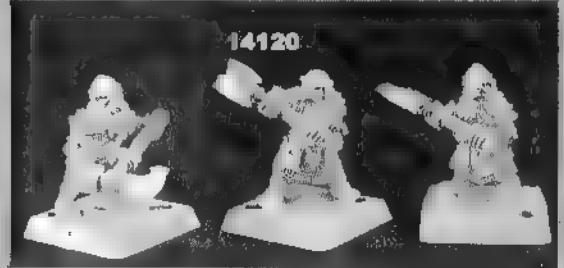
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FREJA
FANGBREAKER
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DWARF WARRIORS (3 in pack)
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SNORRI OATHBREAKER
DWARVEN ROGUE
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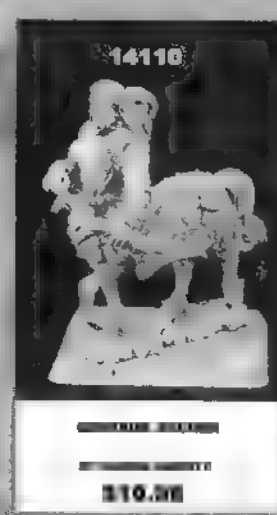
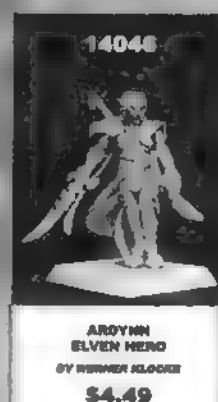
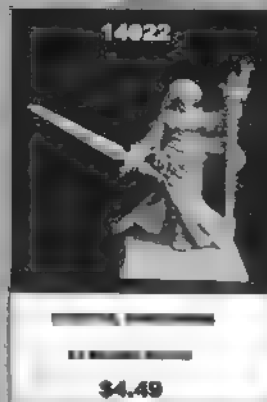
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SWIFTAXES (3 IN PACK)
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THORVALD CLAWHELM
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Coming Soon

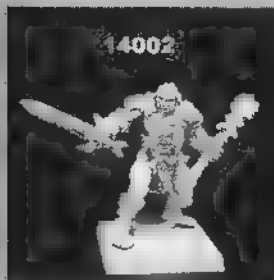
- 14143 Kara Foehunter
- 14146 Fulumbar Ironhammer
- 14161 Dwarf piercer
- 14162 Dwarf Halberdier
- 14168 Shieldmaidens
- 14173 Gargram Heavyhand



Coming Soon
14153 Vale Long
Thorns
14154 Vale Breakers
14155 Death Seek-
ers
14174 Meridh
14180 Mossbeard



WATBLORD



14002
GRUNDOR HOARDTAKER
MERCENARIES SERGEANT
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ARTEMIS THE HUNTRESS
SERGEANT
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SHAD COALSHADOW,
THIEF
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MINOTAUR OF THE MAZE
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SIGURD, VIKING
WARRIOR
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EREDAIN, WIZARD
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BOUNTY HUNTRESS
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PIRATE CAPTAIN
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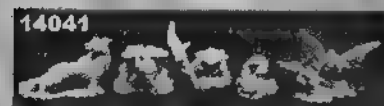
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ELF ARCHER
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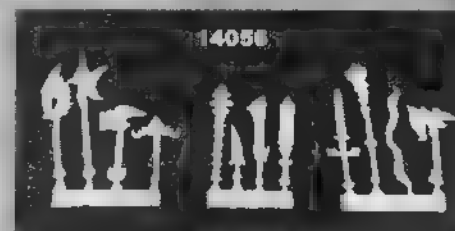
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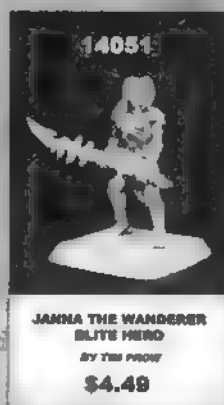
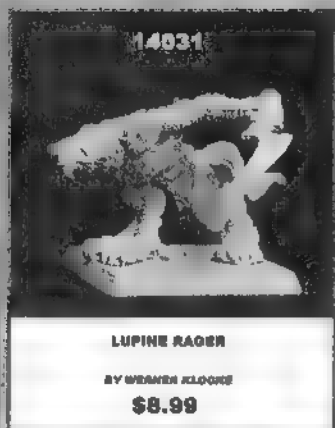
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MERCENARIES

WABLOD



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- 14156 Mercenary Warrior
- 14157 Mercenary Breaker
- 14158 Mercenary Spear
- 14159 Mercenary Crossbow

MERCENARIES

WARLORD



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ELITE HERO**

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**JUDAS BLOODSPIRE, VAMPIRE
WARLORD**

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ELITE MADE**

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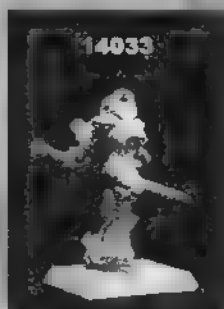
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NECROPOLIS

Warlord



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AZARPHAN, DEATH KNIGHT CAPTAIN
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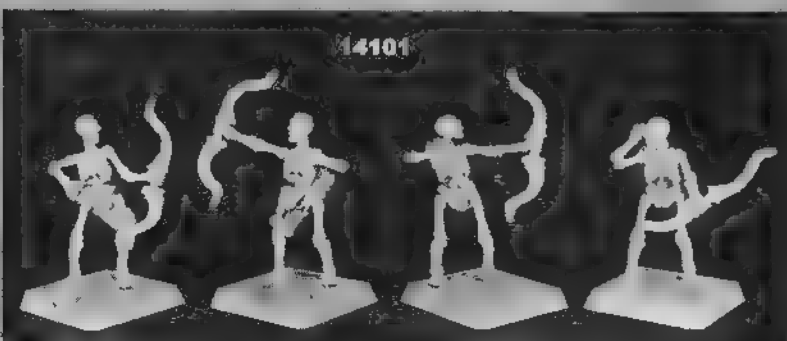
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KAENA, BANSHEE
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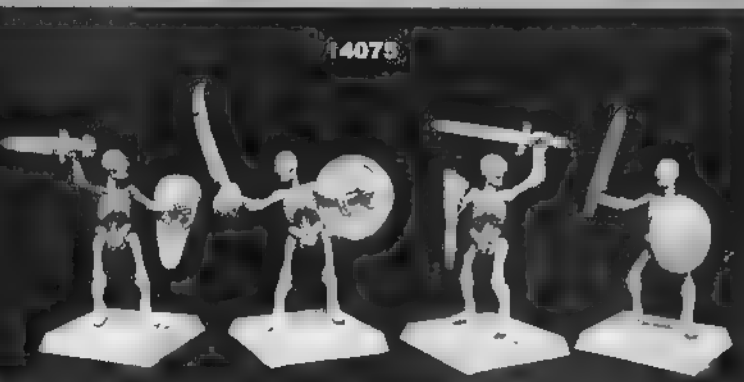
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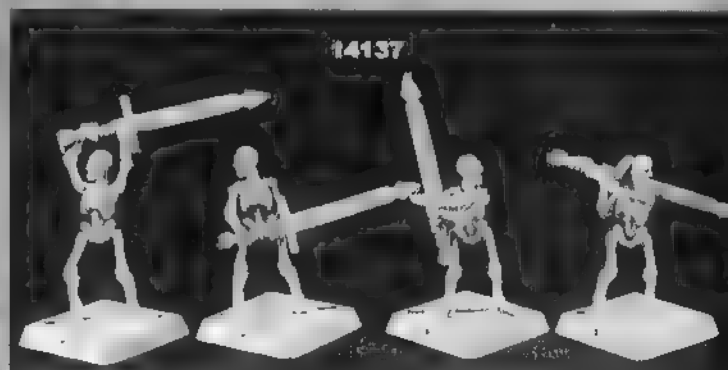
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SKELETAL BREAKERS (4 IN PACK)
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NECROPOLIS



Coming Soon
14138 Anubis Guard
14142 Khasmin Dervishes
14164 Reborn
14176 Chosen of Sokar

Warlord



14003

ASHKRYPT THE LICH

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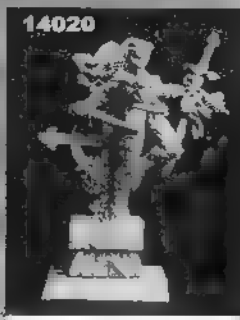


14004

**YMMLUK, OVERLORDS
HERO**

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**LOLA DARKSLIP,
FEMALE THIEF**

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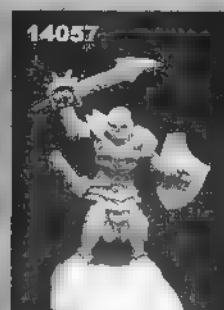


14035

**BALTHON,
EVIL PRIEST**

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IKS, WIGHT SERGEANT

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14081

**DORVUK, OVERLORD
SERGEANT**

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OVERLORD WARRIORS

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14124 Kevis, Vizier
14127 Arik, Inquisitor Advisor
14128 Moraia, Warbride of
Khardullis
14160 Overlord Crossbowmen
14172 Onyx Chevaliers

OVERLORDS



14008

RIVER TROLL

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Uru, River Troll Chieftain

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K'KAI, REPTUS WARRIOR

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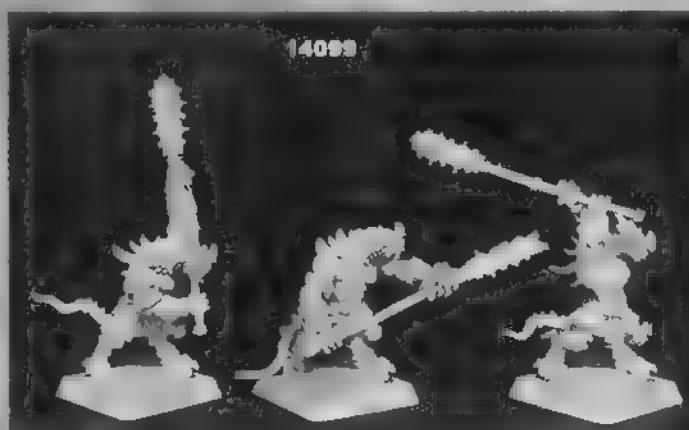


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T'KAY
REPTUS SHAMAN

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- 14135 Warriors
- 14144 Nagendra Rangers
- 14148 Chai-Uut
- 14163 Long Strikers
- 14166 Ra'am
- 14167 Nai-Khanon
- 14170 Ssudai
- 14177 Audt
- 14178 Ssathuss

14027



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LURCH CREAKLEATHER, HALF ORC ASSASSIN

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HARG BLOODTUSK, ORC CAPTAIN

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GURM, OGRE HUNTER

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(3 IN PACK)

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BEASTMEN WOODCUTTERS (3 IN PACK)
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BEASTMAN WARRIOR
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GNOME WARRIOR
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YAGUN OOB, GORGE MAGE
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DARK HEAVEN

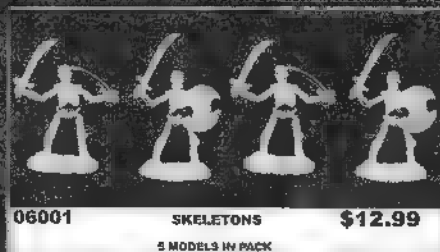
DHA

APOCALYPSE

Deluxe

Army Packs

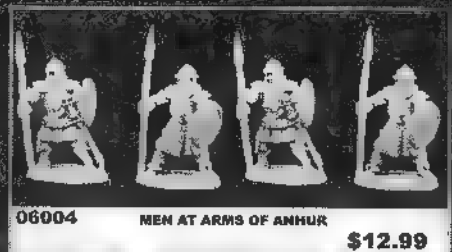
**ALL PACKS CONTAIN FOUR FIGURES
UNLESS OTHERWISE NOTED**



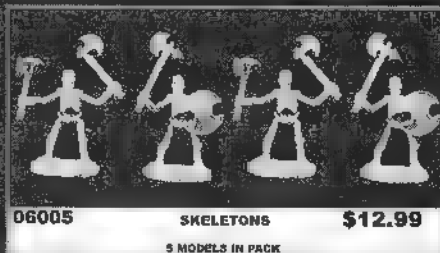
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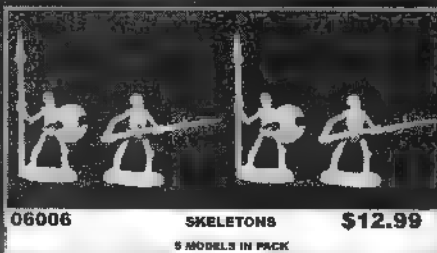
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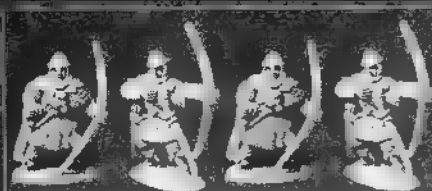
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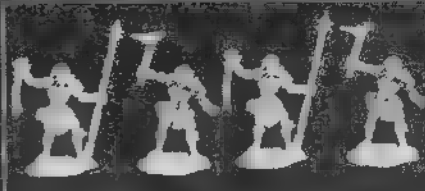
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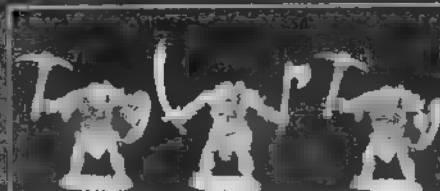
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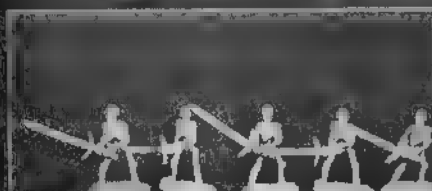
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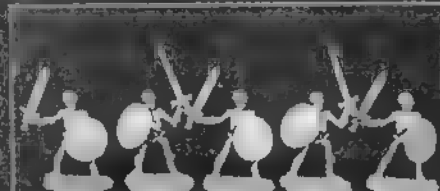
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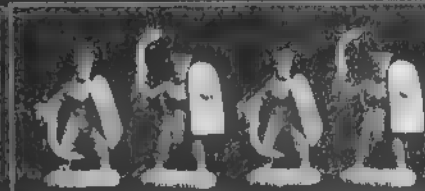
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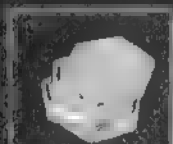


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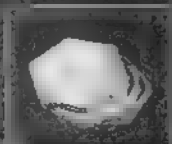
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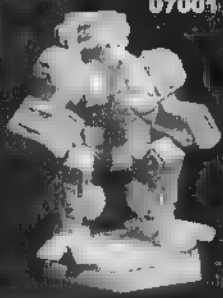
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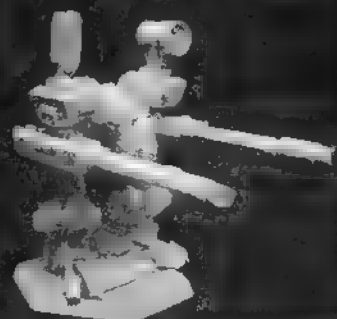
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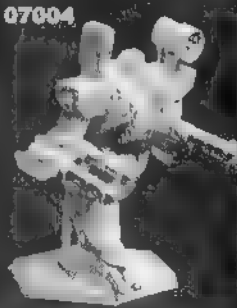
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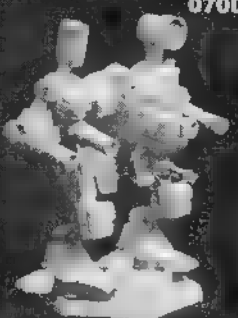
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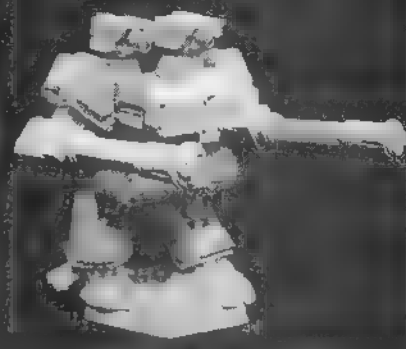
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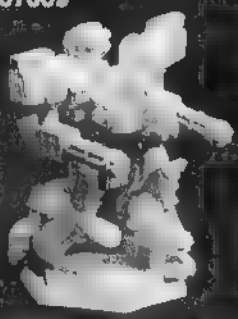
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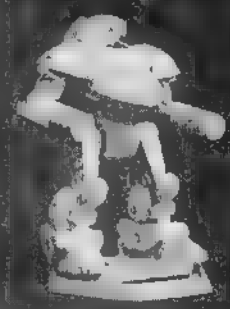
BORSIG-SPLINE SCORPION
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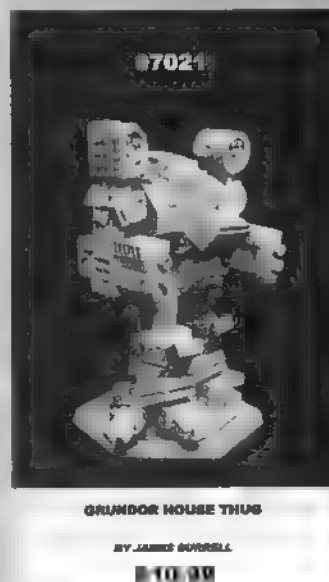
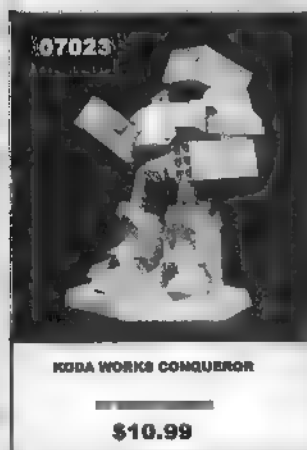
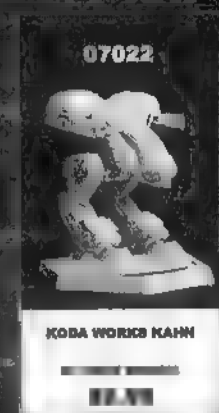
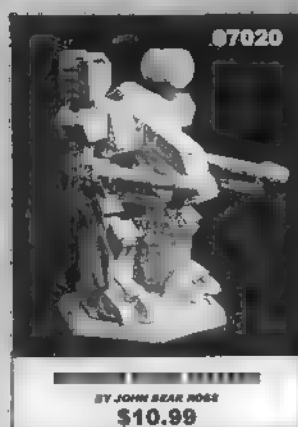
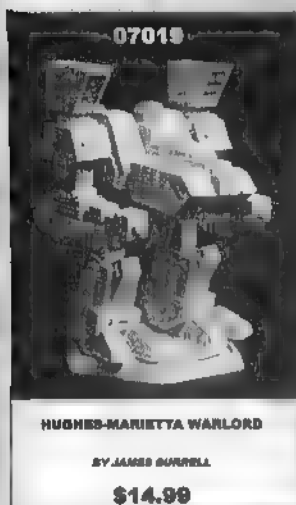
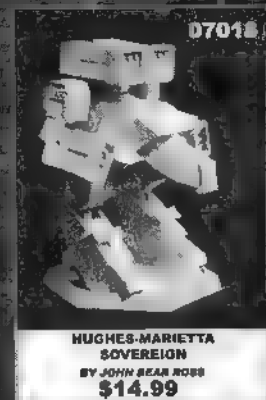
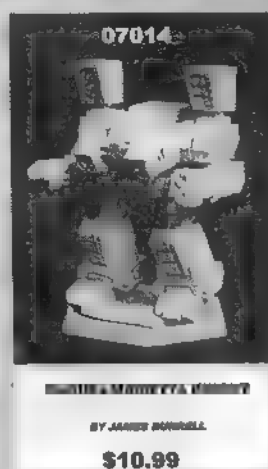
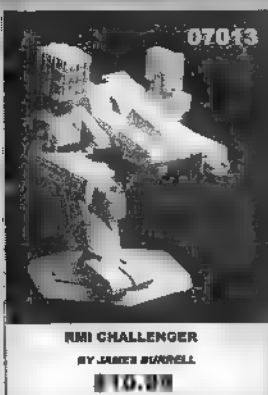


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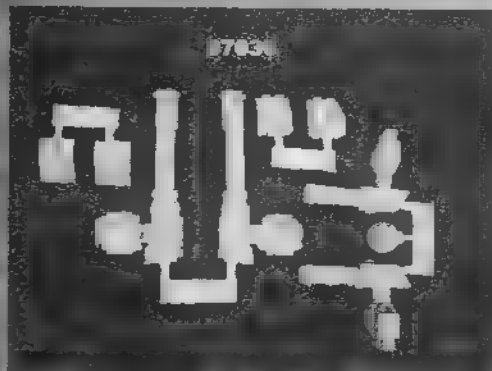
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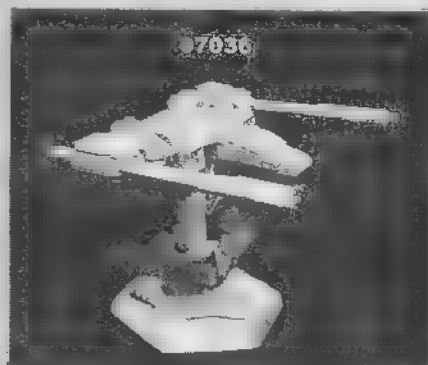
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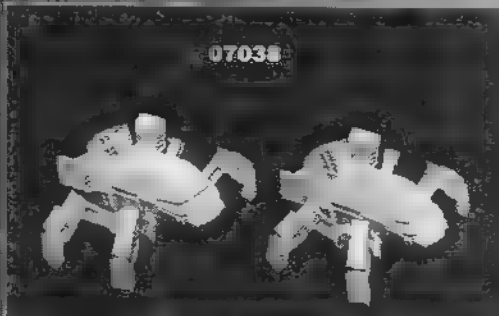


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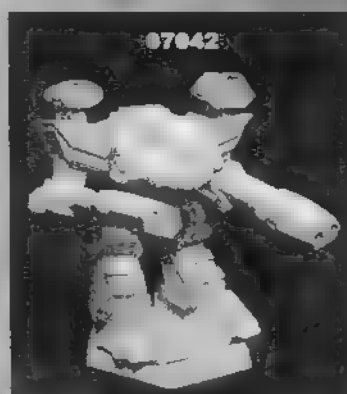
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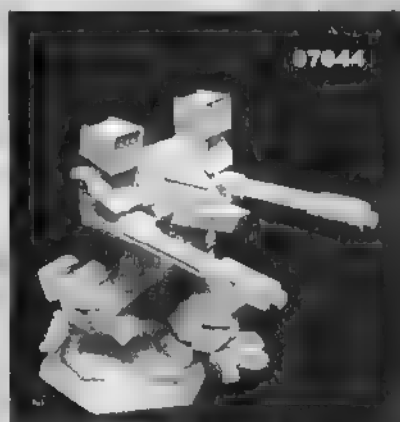


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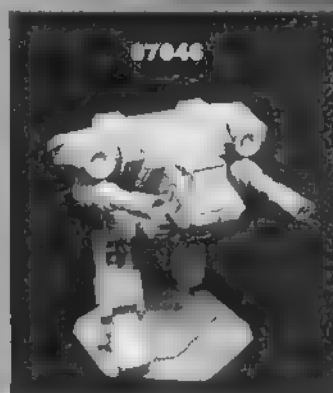


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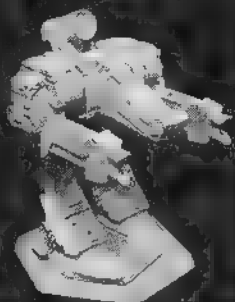


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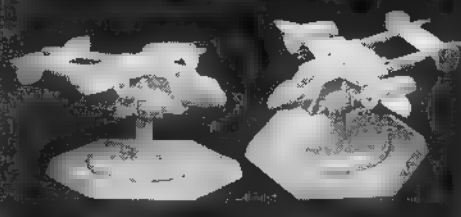


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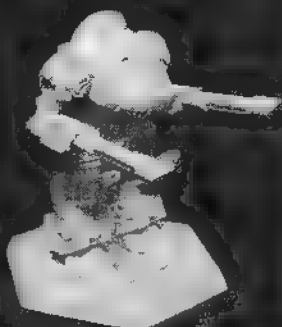


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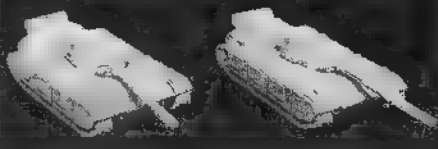


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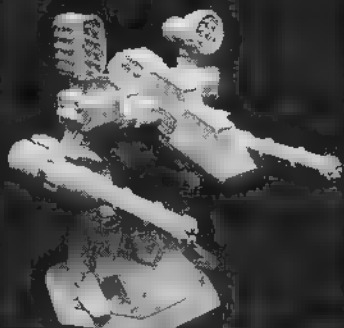


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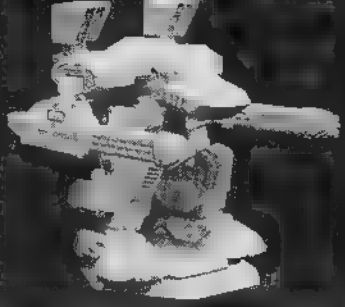


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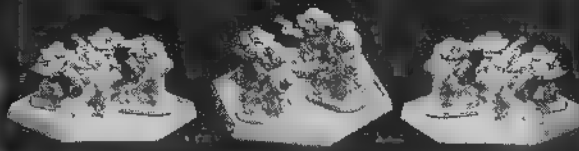


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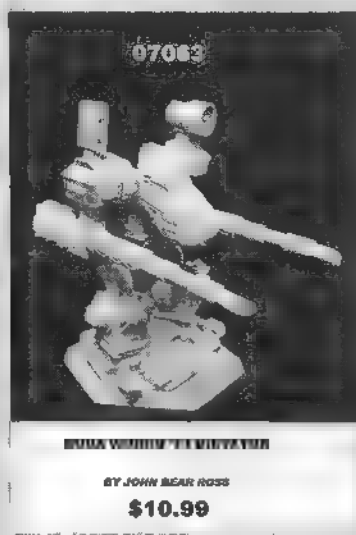
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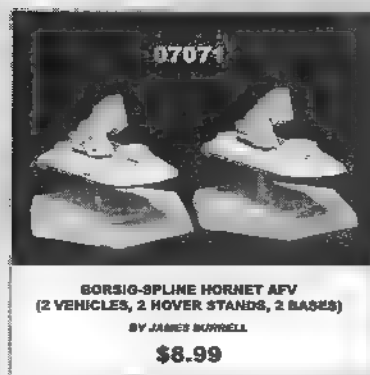
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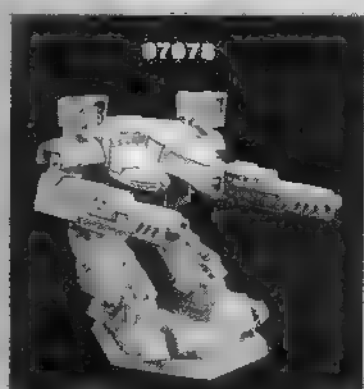
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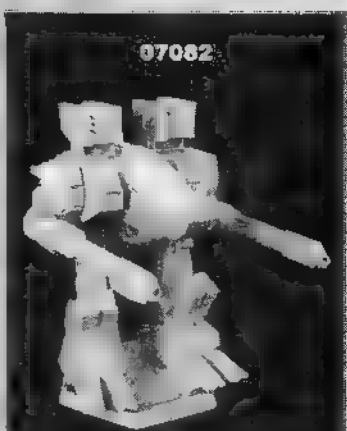
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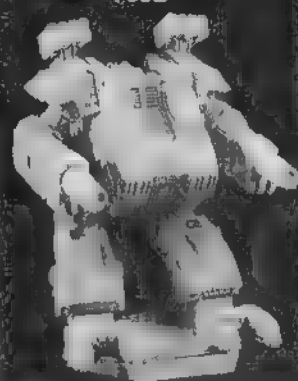


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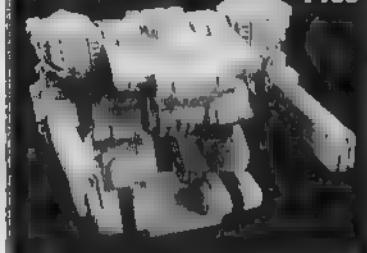


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- 07088 Tsukai APC (2)
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- 07094 Dragonfly Aircraft
- 07095 Chancellor CAV
- 07096 Scarab Tank
- 07097 Banshee (2)
- 07098 Dagoon
- 07099 Czar
- 07100 RMI Baron APC (2)
- 07101 Syram Merlin Gunship (2)
- 07102 Koda Works Emperor CAV
- 07103 Overload Gunship (2)
- 07104 Dingo Light Tank
- 07105 Nomad Fighting Vehicle

01403

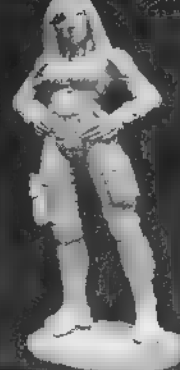


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Two inches in diameter with a reversible bottom disk that tracks life points from 1-40.



72059



72060



72061



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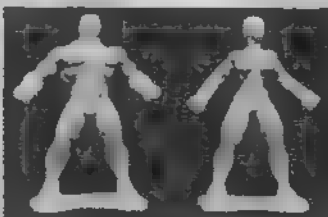
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75002 - \$5.99



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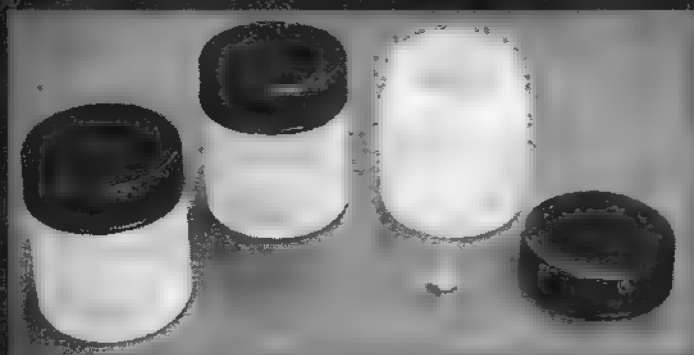


The Heroic Sculpting Blanks (#75004) are wonderful for working on your detailing without worrying about getting the musculature just right in heroic proportion. 2 Male and 2 Female armatures per pack.

Original: Objects and sculpting from reading only, but also and is backwater in high prices

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Miniature Carry Case

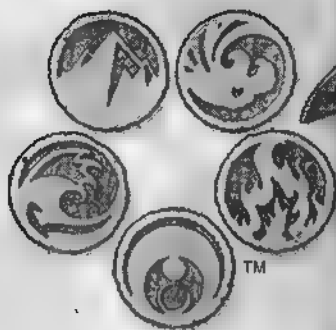
Studio 2 Publishing's Reaper Miniature Transport case is one of the most innovative and flexible miniature transport systems ever designed. The five foam trays, full access to all trays, the ability to stack and heavy-duty construction put this transport case at the forefront of design and application in the realm of transporting miniature models of all types.

\$2P1001

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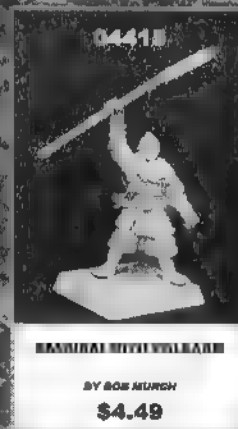
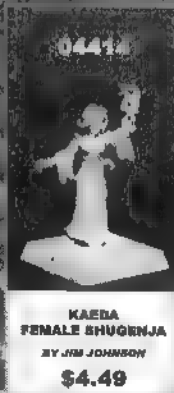
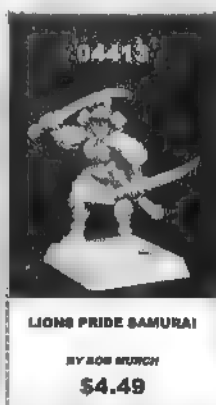
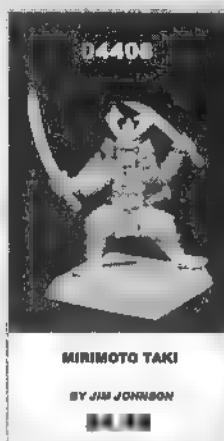
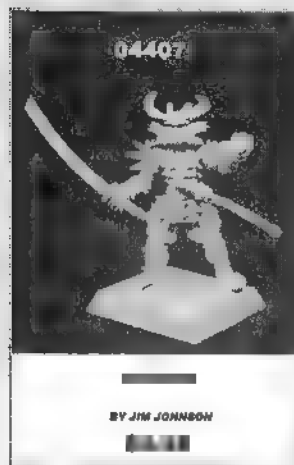
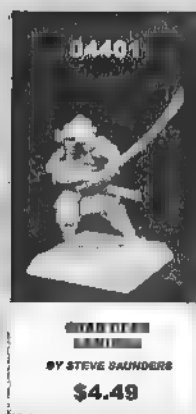




Legend of the Five Rings



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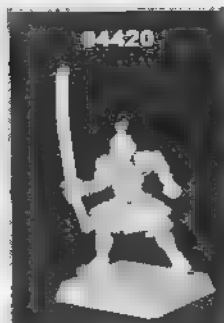
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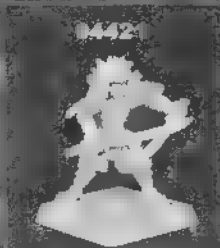
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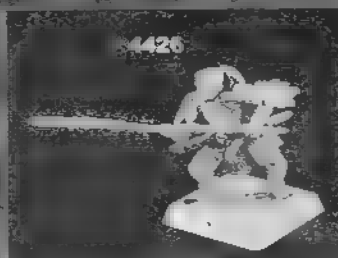
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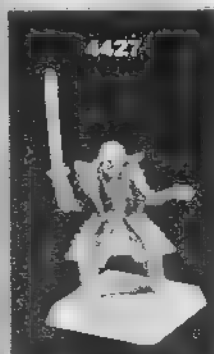
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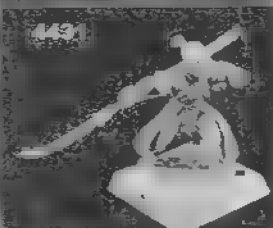
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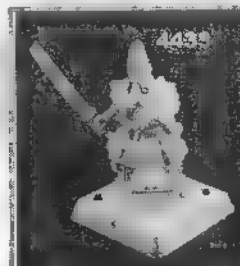
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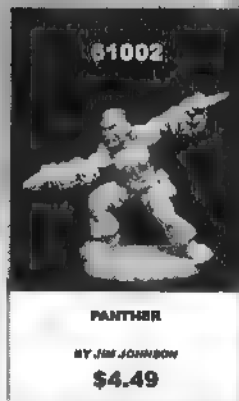
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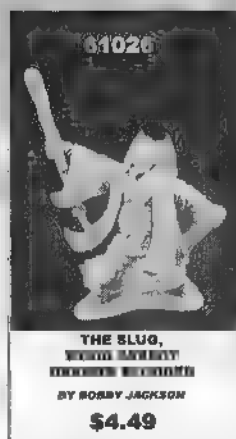
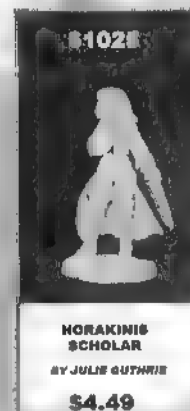
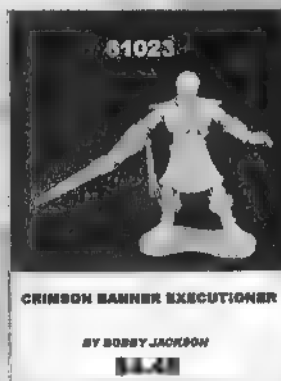
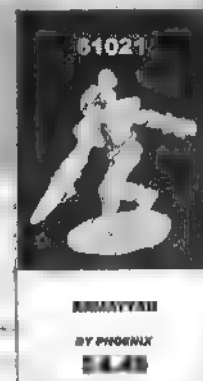
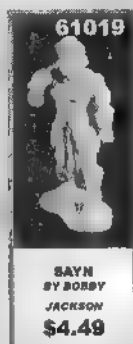
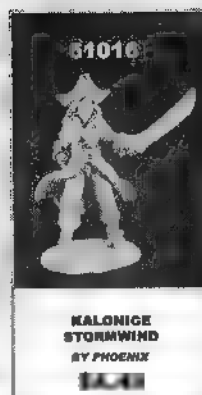
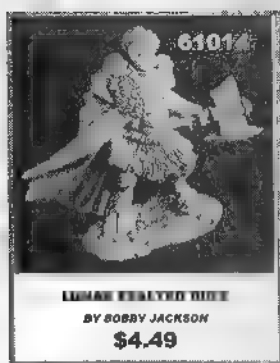


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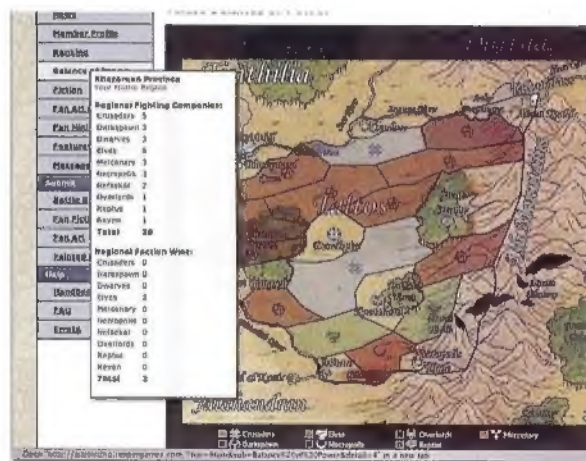
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Winners of games fill out battle reports that are then approved by their opponents. Once approved, points are rendered, and the faction you have played gets a win in the region where you live. When other players do the same, soon you will be able to see a faction emerge as the dominant leaders of a territory.

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Represent your faction well and you'll be able to tell!



Too many elves and do-gooders

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Rank	Player	Points	Wins	Losses	Draws	Margin
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2	1012-05-002	113 (0.0)	0	0	0	0.00
3	1012-05-003	112 (0.0)	0	0	0	0.00
4	1012-05-004	101 (0.0)	0	0	0	0.00
5	1012-05-005	100 (0.0)	0	0	0	0.00
6	1012-05-006	98 (0.0)	0	0	0	0.00
7	1012-05-007	97 (0.0)	0	0	0	0.00
8	1012-05-008	97 (0.0)	0	0	0	0.00
9	1012-05-009	97 (0.0)	0	0	0	0.00
10	1012-05-010	97 (0.0)	0	0	0	0.00

Getting Points for Reaper Games

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ReaperGames.com is the place to go to find games, players, refine strategy, and otherwise get official information on your favorite games. From a R.A.G.E. Store locator, to a message center to contact potential opponents, to a featured downloads page listing official errata, scenarios, and artwork resources, Reapergames.com has a ton of information at your disposal. All you have to do is register!

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HER OWN SIBLINGS SHE DID KILL,
BECAUSE THEY KEPT HER FROM HER FILL.

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